

ROLEPLAYING IN THE DISGAEAVERSE

By a variety of people on the Gaming Den, with some unintentional assistance at ringside by WotC
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RACES OF THE NETHERWORLD:

A note on Subtypes: a creature with a Subtype that is usually a Type (Plant, Construct etc.) is treated a little differently: it can be identified using the appropriate skill for either its Type *or* Subtype, and any effect that works differently on creatures of specific Types (such as Favoured Enemy, Maces of Smiting, Turn Undead and so on) will affect them if it affects their Subtype. On the plus side, they can activate items and take Feats, Prestige Classes etc. as though the Subtype were their Type if they so wish. Note that their Type *also* works for all of the above, so an Outsider [Dragon] would be affected by Favoured Enemy: Outsiders *and* Dragonbane swords, and could use “Dragon Only Spears” as well as taking levels in True Fiend.

ALRAUNE

“Sure I look nice, but the bees just never leave me alone.”

The Alraune is a plant. They’re sort of like Dryads: usually green (but sometimes blue, yellow or whatever) in skin colour, they appear as pretty humanoid girls, with flowers growing in their hair. That is only from the waist up, however – emerging from a giant flower, with a long, winding vine for a stem, unconnected to the earth.

Medium Fey [Plant]

Speed: 30’

Reach: 5-10’ – the Alraune can attack adjacent squares as well as those further away

Vision: Alraunes have regular vision, as well as Low-Light vision and Darkvision 60’

Natural Armour: the Alraune has a +1 Natural Armour bonus to Armour Class

Ability Scores: the ability scores of the Alraune are as normal

Skills: Alraune get a +3 Racial bonus to Survival and Craft (any) checks

Spell-Like Abilities (Sp): Alraune can cast Charm Person and Entangle once each per day.

The Save DC is Charisma-based.

Speak With Plants (Ex): An Alraune can speak to plants and use Diplomacy to change the attitude of monsters with the Plant type as if they were coherent and spoke the Queen’s English.

Typical Classes:

Elementalist, Green Mage, Totemist, White Mage

ANDROID

"Boop boop bip"

The Androids were all built, though not by the same person. So there could be millions of androids wandering around out there, smashing things to pieces or trying to fit in as regular humans. Note that it rarely works, because they obviously look like robots, even if they do have a sort of humanoid form. They are able to think for themselves, however, and seem to like learning. And fighting.

Medium Humanoid [Construct]

Speed: 30'

Reach: 5'

Vision: Androids have regular vision as well as Low-Light Vision

Natural Armour: the Android has a +1 Natural Armour bonus to Armour Class

Ability Scores: the ability scores of the Android are as normal

Skills: Androids gain a +3 Racial bonus to Search checks

Saving Throws: the Android gains a +4 Racial bonus on Saving Throws against Poison and Disease

Built (Ex): Androids are cured by Cure spells, but also by Repair spells. Additionally, they do not need to sleep, though they are able to if they want (and are not Immune to it). They still need to eat, to power their systems, but can eat fuel or whatever.

Lightning-Powered (Ex): the Android has Electricity Resistance equal to her Hit Dice. Any time she is exposed to any electricity damage, even if it is all resisted, she absorbs enough energy to not need to eat for the rest of the day.

Scanner (Sp): the Android can cast Detect Chaos, Detect Evil, Detect Good, Detect Law and Detect Magic at will.

Typical Classes:

Any (just like Humans), with a *slight* tendency towards Knight and Assassin

ANGEL

"It's wrong to kill someone I haven't even met. But... would that make it okay to kill someone I have met? Oh, can't kill strangers, can't kill friends, what a conundrum!"

Angels look like pretty humans, and have a tendency to glow. They also often look serene and graceful. But sometimes they look angry and warlike, and have award-winning moustaches. Usually their hair is metallic or blonde, but it needn't be. In theory they are friendly and peace-loving, but it rarely turns out that way in practice. Sadly they don't appear as zebra-striped beachballs.

Medium Outsider [Extraplanar]

Additional Subtypes: the same as their actual Alignment

Speed: 30'

Reach: 5'

Vision: as normal for Outsiders

Ability Scores: +2 Wisdom

Wings (Ex): at first, the Angel's wings merely provide the ability to glide and fall slowly.

At fourth level, she gains a Fly Speed of 60' (Poor), but can only fly for a consecutive number of rounds equal to her Constitution bonus, with a 3-round break in between. At level 8 it becomes (Average) and there is no limit to how long she flies.

Protective Aura (Su): with a Standard action, the Angel can call up or end a special aura, granting (or ending) the effects of both *Light* and *Protection From Evil*. This applies even if she is evil.

Smite (Su): once per day, the Angel may designate an attack (melee or ranged) as a *Smite*. This gains her Charisma bonus (minimum +1) as a bonus to hit, and her hit dice as a bonus to damage. This works on anyone, regardless of alignment.

Tongues (Su): Angels are blessed with a constant *Tongues* effect.

Typical Classes:

~~Ninjas and Assassins~~ White Mages and Knights

EFREETI

"Graar! More muscle, more manly sweat, come on! STRONGER!"

Efreeti are basically Fire Demons. Usually locked away near the Dark Sun, they still have a tendency to break loose – or enter the Dark Assembly and grant their own freedom – and cause havoc in the other worlds. They are incredibly strong, and their blood is said to be hot enough to ignite ashes. Despite their destructive habits and monstrous appearance, they're not particularly stupid, and are known to have a good side one can get on – it's just that it's still a destructive, boisterous side.

Large Outsider [Fire]

Special: the Efreeti is a powerful creature. Players may reincarnate as an Efreeti, providing they are level 6 or higher, by passing the bill "I want to be the Lord of Flames" in the Dark Assembly. By taking this, the Outsider Hit Dice automatically consume the first six levels – they are not for free.

Speed: 30'

Reach: 10'

Vision: as normal for Outsiders

Ability Scores: +4 Strength, +4 Constitution, +2 Wisdom

Racial Hit Dice: Efreeti have six Outsider Hit Dice, providing the following:

6d8 Hit Points (each die modified by Con as normal)

(8+Int)*9 Skill Points

+6 Base Attack Bonus

+5 Base Fortitude, +5 Base Reflex, +5 Base Will

3 Feats

Natural Armour: Efreeti have a +6 Natural Armour bonus to Armour Class

Natural Weapons: all Efreeti have the following natural weapons:

Primary Bite (1d8+Strength)

Primary Gore (2d6+Strength, double damage on a charge)

2 Secondary Slams (1d6+1/2 Strength)

Fiery Wrath (Su): every melee weapon the Efreeti possesses deals an additional 1d6 Fire damage.

Additionally, any time a foe suffers Fire damage from one of his Spell-Like Abilities, they catch fire unless they pass a Reflex Save (Constitution-based).

If 4 more racial hit dice are taken, the Fiery Wrath damage increases to 2d6.

Breath Weapon (Su): once per 4 rounds, the Efreeti may unleash a fiery breath weapon.

It reaches out in a 30' Cone, dealing 2d6 Fire damage per hit die the Efreeti possesses, with a Reflex Save for half (Constitution-based).

Those who fail the save catch fire.

Typical Classes:

Knight, Red Mage, *Fiendish Brute*, *Elemental Weird*

EMPUSA

"Yes, each one of them gives me +1 Charisma! I tried gluing more on, but..."

Empusae are basically the succubi of the Nippon-Ichi world. Actually, that's *precisely* what they are. They're not necessarily evil (though many are), but they more or less can't get away without being seen as evil, predatory, naughty, sassy or slutty (pick one or more). It's just their nature. They have little horns (no in-game effect), big boobs, wings, and tails with pointed hearts on the end.

Medium Outsider [Extraplanar]

Additional Subtypes: the same as their actual Alignment

Speed: 30'

Reach: 5'

Vision: as normal for Outsiders

Ability Scores: +2 Charisma

Wings (Ex): at first, the Empusa's wings merely provide the ability to glide and fall slowly.

At fourth level, she gains a Fly Speed of 60' (Poor), but can only fly for a consecutive number of rounds equal to her Constitution bonus, with a 3-round break in between. At level 8 it becomes (Average) and there is no limit to how long she flies.

Sexy (Sp): once per day, the Empusa may cast *Charm Person* (Charisma-based).

At tenth level this becomes *Charm Monster*.

Telepathy (Su): the Empusa has a constant Telepathy effect out to 30 feet.

Tiresome (Su): a kiss from an Empusa drains energy from the target, causing them to take 1d8 non-lethal damage plus her Charisma modifier, and causing them to become Fatigued. She also gains Temporary HP equal to her Hit Dice or Constitution modifier, whichever is *more*, though it won't stack with existing Temporary HP. If a foe is reluctant, this requires a Grapple check.

Typical Classes:

Beguiler, Red Mage, Jester

GALACTIC DEMON

"I spy, with all of my eyes, something that needs killing."

Galactic Demons, also known as Argus, Natak and Talos, are large, floating beasts with many eyes that seem to gaze out into the cosmos, and that interfere with electrical devices that are unshielded. Slow-witted and sluggish, they were born from the eternal blackness of the galactic abyss. Their electric powers and durability are feared throughout the Netherworld.

Large Outsider [Extraplanar]

Special: the Galactic Demon is a powerful creature. Players may reincarnate as a Galactic Demon, providing they are level 8 or higher, by passing the bill "I want to be All Powerful!" in the Dark Assembly. By taking this, the True Fiend levels automatically consume the first eight levels – they are not for free.

Additional Subtypes: the same as their actual alignment

Fly Speed: 10' (Perfect)

Reach: 10'

Vision: as normal for Outsiders, and Blindsight 60'

Ability Scores: +4 Strength, -2 Dexterity, +4 Constitution, -4 Intelligence, +4 Wisdom

Racial Hit Dice: Galactic Demons start with eight levels of True Fiend, gaining:

8d8 Hit Points (each die modified by Con as normal)

(8+Int)*11 Skill Points

+8 Base Attack Bonus

+6 Base Fortitude, +6 Base Reflex, +6 Base Will

3 Feats, one of which is automatically spent on "Large Size"

This grants a further +8 Strength, -2 Dexterity and +4 Constitution

Immunity to Acid and Non-magical Poisons

Damage Reduction 8/Good

Spell Resistance 18

Telepathy out to 100' as a constant effect

Energy Resistance 10 to Cold, Fire and Electricity

Advanced Access to the Sphere of Terror

Immortality

Natural Armour: Galactic Demons have a +10 Natural Armour bonus to Armour Class

This is including the benefit from Large Size

Eye Beams (Su): Galactic Demons have eye beams, kind of like the Beholders they vaguely resemble.

With a Full Round action, it may make one Ranged Touch Attack, applying it against every enemy within 30 feet. Those enemies hit take 1d6 Electricity damage per

Hit Die it possesses, and are treated as having half as many Hit Dice for all of its

Spell-like Abilities gained from the Sphere of Terror. This penalty lasts until the end of its next turn.

Typical Classes:

True Fiend

GARGOYLE

"Technically, I am a Grotesque, I can't drain water through my mouth."

Gargoyles are hulking monstrous statues given life. Unfortunately, they are still attached to slabs of stone that they just stomp around with, meaning they tend to move via short hops, flattening things beneath them. Also it means they can't wear pants or shoes, but it's not like they have anything obscene for pants to cover anyway.

Medium Monstrous Humanoid [Earth]

Speed: 20'

Reach: 5'

Vision: normal vision, Low-Light Vision and Dark Vision 120'

Ability Scores: +2 Constitution

Wings (Ex): the wings of the Gargoyle are made of heavy stone, but they sort of work, somehow.

The Gargoyle gains a +8 Racial bonus to Jump checks, and a constant *Featherfall*.

Stomp (Ex): the Gargoyle weighs roughly one tonne, which can be painful.

It has a Slam attack (1d8+Strength*1.5) that is treated as Stone for the purpose of bypassing Damage Reduction, and that can also be used as a Trample attack.

Made of Rock (Ex): the Gargoyle, being so tough, enjoys a +1 Natural Armour bonus to AC.

It also gains Damage Reduction 5/Adamantine.

At ten Hit Dice, it becomes +2 Natural Armour and DR 10/Adamantine.

Additionally, it has a Burrow Speed of 10 feet, is not slowed down by Armour, and suffers an Armour Check Penalty of one million to all Swim checks.

Sturdy Footing (Ex): the Gargoyle has a +4 bonus to avoid being Tripped or forcibly moved.

Additionally, it gains a +4 bonus on saving throws to avoid being knocked down or moved about by strong winds.

Typical Classes:

Knight

GHOST

"So if I die, do I become a double ghost?"

While not true ghosts – and thought by many to really be nature spirits similar to the Puck or Pixie – the Ghosts of the Disgaeaverse are for all intents and purposes ghosts. They are semi-transparent and can move through objects. Also, Ghosts tend to sleep a lot. Like, all the time. They're also way too indecisive. Or are they? Maybe not, I don't know.

Medium Fey

Speed: 20'

Reach: 5'

Vision: normal vision for Fey

Ability Scores: Ghosts have no racial modifiers to their ability scores

Pseudo-Ethereal (Ex): Ghosts are kinda' sorta' Ethereal, but not fully. They interact normally with the normal world, although they gain Damage Reduction 5/Magic.

At ten Hit Dice, this becomes DR 10/Magic.

Additionally, a Ghost taking a Move action can move its speed through intervening objects, ignoring terrain and walls and furniture (and whatever else may be in the way), though not [Force] effects.

This does not protect it from attacks and so on.

The Ghost always benefits from a *Featherfall* effect.

Ghost Body (Su): a Ghost can hold items like a Handy Haversack. In an Anti-Magic Field, it simply cannot be accessed, it does not burst open.

That's an Abstention? (Ex): Ghost Senators have a 50% chance to sleep through the vote.

Typical Classes:

White Mage, Red Mage, Blue Mage, Green Mage, Totemist

HUMAN

“Stabbing people, stealing things, casting spells... Welcome to a world of versatility.”

Humans get everywhere, there's no way to stamp them out really. You just can't avoid humans in the modern Netherworld, no matter how hard you try. And some people try *really* hard. At any rate, they are mostly the same as in the SRD/PHB, but have the following change.

Type: Humanoid [Human]

Also, as a cosmetic thing, their ears tend to be elongated like Anime Elfs.

Typical Classes:

Basically all of them. While a Dragon goes about *being a dragon*, a human instead learns how to be a fighter, thief, spellcaster or magical chef. The sky is very much the limit.

MARIONETTE

“What? Does my unmoving face scare you?”

Marionettes are human-sized wooden puppets, brought to life by demonic essence. They are living creatures, and they are also spooky. They tend to be painted in bright colours as though that offsets the creepiness of walking, talking puppets. It doesn't.

Medium Humanoid [Construct]

Speed: 30'

Reach: 5'

Feats: Marionettes gain Improved Feint as a Bonus Feat

Vision: normal vision and Dark Vision 60'

Ability Scores: Marionettes have no racial modifiers to their ability scores

Made of Wood (Ex): Marionettes have Damage Reduction 5/Slashing, due to being made of wood.

At ten Hit Dice, this increases to DR 10/Slashing.

They may also make unarmed strikes as natural, proficient, Slam Attacks.

These Slam attacks deal 1d4+Strength damage and are Wooden weapons.

Poison Immunity (Ex): Marionettes fucking love poison, and as such they are immune to it.

Any poison used on them remains inert, so *they* can wipe it off and use it.

Puppet (Ex): being puppets, Marionettes are flexible. They gain a +3 Racial bonus on Balance, Tumble and Escape Artist checks. However they also take a -3 Racial penalty on saving throws against [Compulsion] effects.

Typical Classes:

Assassins and Jesters

MOTHMAN

"Buzz."

Mothmen are... moths. Giant moths, about the same size as humans or even a little bigger. That is largely all that is needed to describe them. They can speak just as well as anyone else, and have one pair of humanoid hands, so function pretty well, even if they spend roughly *zero* time on the ground.

Medium Vermin

Fly Speed: 25' + 5' per Hit Die, including the first one [Poor]

Reach: 5'

Vision: normal and Low-Light vision

Ability Scores: Unlike most Vermin, Mothmen are intelligent

Skills: the Mothman gains a +3 Racial bonus on Listen and Search checks

Flight (Ex): at five Hit Dice, the Flight of the Mothman becomes [Average].

At ten Hit Dice, it becomes [Good] and changes to 50' + 5' per Hit Die

At fifteen Hit Dice, it speeds up to 50' + 10' per Hit Die

Moth Power (Ex): the Mothman can duplicate the following once each per day:

Daze, Dancing Lights, Touch of Fatigue, Lullaby.

The Save DCs are Constitution-based, as it produces the effects by releasing toxins and luminescent scales from its body.

Hell Pollen (Ex): with a Free action once per round, the Mothman can force anyone adjacent to it to attempt a Fortitude Save (Constitution-based).

Those who fail the save suffer Acid damage equal to its Hit Dice.

Typical Classes:

Ninja, Totemist

NEKOMATA

"Nyan~"

Nekomata are basically a whole race of catgirls. They tend to have really bright, bold colours for their human hair, and then a thin, light coat of fur on their body. They also enjoy having sharp claws, fangs and other traits of felines, such as flexibility, laziness in ~~sunlight~~ general and the tendency to want cheezburger.

Medium Humanoid

Speed: 40'

Reach: 5'

Vision: normal vision and Low-Light Vision

Ability Scores: Nekomata have no racial modifiers to their ability scores

Skills: Nekomata gain a +2 Racial bonus on Balance, Climb, Jump and Listen checks.

Natural Weapons (Ex): as long as she has at least one hand free, the Nekomata gains a secondary natural Claw attack (1d6 + half Strength)

Scent (Ex): Nekomata gain the Scent ability

Pounce (Ex): Nekomata may make a Full Attack when charging, but doing so makes them Fatigued. They cannot attempt this when Fatigued.

Typical Classes:

Monk, Samurai

ORC

*“*snort* Let’s get ‘em!”*

Orcs in the Disgaeaverse are squat, piglike creatures – however they are still built from almost pure muscle (the finest pork!) They enjoy fighting, especially in large numbers, and are not above dogpiling enemies. The majority of orcs are male, and really, *really* interested in females. The few females are *just* as bad when it comes to males.

Medium Humanoid [Orc]

Speed: 30'

Reach: 5'

Vision: normal vision and Darkvision 60'

Ability Scores: Orcs gain +2 Strength

Dogpile (Ex): Orcs gain an additional +2 (for a total of +4, usually) to hit when Flanking or making Aid Other attempts. The bonus also applies to *damage*, however.

Simple Things (Su): people of the appropriate sex gain a +2 Circumstance bonus on Bluff and Diplomacy checks made against Orcs, and Perform checks made to impress them. Additionally, Orc Senators have a 50% chance of rocking up drunk.

Typical Classes:

Barbarian and, surprisingly, Assassin

PUMP-KIN

"I know you need to eat nine servings of vegetables per day, but... why my face in particular?"

Pump-Kin, also known as Jacks, are basically demon-possessed scarecrows with pumpkins for heads. They are as scary as that sounds: not very during the day, brick-shittingly so at night. They also tend to be good at yard work, and surprisingly hard workers (a rarity in the Netherworld).

Medium Plant [Construct]

Speed: 30'

Reach: 5'

Vision: normal vision and Darkvision 60'

Ability Scores: Pump-Kin have no racial changes to their ability scores

Spooky (Ex): the Pump-Kin gains a +3 Racial bonus on Intimidate checks, and may use the Intimidate skill as a Swift action.

All Souls Day (Ex): each morning, a Pump-Kin has about one half of a leftover pumpkin that they aren't using any more. Other creatures could eat it – or just smash it against a wall. Once it dries, it's super hard to clean up.

Yard Worker (Ex): the Pump-Kin is made for yard work, so gains a +3 Racial bonus on all Craft checks. They also get Profession: Farmer for free.

Bonus Proficiencies: a Pump-Kin is inherently proficient with shovels (treated as great axes), rakes (treated as tridents), hoes (treated as pikes) and scythes (treated as war scythes).

Deep Roots (Ex): the Pump-Kin has Tremorsense out to 5' times his Constitution bonus. The DC to Trip a Pump-Kin is increased by +4.

Typical Classes:

Assassin, Jester, Samurai

VAMPIRE

"I vant to sock your- okay, this is ridiculous. I come from Harlem, why do I speak like that?"

These vampires are not like the poorly thought out D&D vampires that can't even be staked, nor are they like the ones in Buffy or, sadly, Rosario to Vampire. If you mention sparkling I will stamp on your colon. They tend to be pretty fierce and bat-like in the Disgaeaverse, with more than a few being terrifyingly ugly. However they also tend to be pretty good at magic and mesmerism, as well as handy with a katana.

Medium Undead

Speed: 30'

Reach: 5'

Vision: Low-Light vision, Darkvision 120' and Light Sensitivity

Ability Scores: despite being Undead, Vampires retain a Constitution score

Blood Drinking (Ex): the Vampire can drain blood from a helpless or willing victim with a Standard action, inflicting 2 points of Constitution damage per round. The character heals 5 hit points for each point of Con damage inflicted in this way, and consuming 4 points of Constitution from intelligent creatures is considered enough "food" for one day (and gains no sustenance from other food). Humanoids slain by this Constitution damage may elect to rise as Vampires the next night, though the Vampire has no innate control over them. Any excess Constitution past the 4 needed for a meal, to a maximum of 1 per hit die, are stored as "Blood Points".

Vampiric Weaknesses (Ex): Vampires do not have all of the benefits of being undead. They can suffer Critical Hits, though only from wooden weapons, and are not immune to Ability Damage/Drain, Sleep, Shape Changing or ingested Poison/Disease. Also, they are considered "Vulnerable to Sunlight" for spells and effects, and are Fatigued when in actual sunlight. A sufficiently thick parasol fixes this.

Blood Power (Su): the Vampire may spend a single Blood Point to generate a *Daze* or *Touch of Fatigue* effect. He may spend two Blood Points to make a single attack as a Swift action, or to regain another 10 Hit Points as a Free action. He may also spend four to generate a *Daze Monster* or *Deep Slumber* effect, or to Widen a Spell-Like or Supernatural ability.

Typical Classes:

Samurai, Red Mage, Blue Mage, Green Mage

BASE CLASSES OF THE NETHERWORLD:

THE ASSASSIN

“Oh, I understand the value of a human life. It’s 183 Hell.”

Assassins are those who make that first strike from the dark, slaying the enemy immediately in a teleport-ambush situation. They have a little magical ability, but mainly exist to poison foes and to make a gunshot out of nowhere to kill them good and proper.

Alignment: an Assassin may be of any alignment

Starting Funds: 250 Hell

Starting Age: as Rogue (PHB)

Hit Die: d6

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

The Assassin is proficient with all Light weapons, Simple weapons, repeating crossbows, Hand Crossbows and Firearms, along with one Exotic weapon of choice

The Assassin is proficient with Light armour, but no shields

Spellcasting:

The Assassin has the same spellcasting progression as the Bard, but is limited to no more than three spells per day of any given spell level (not including bonus spells from a high ability score). The spells are Intelligence-based, and are chosen from the Sorcerer/Wizard list, limited to the schools of Divination, Illusion and Necromancy. He may also select “Assassin” spells of any kind, and may select *Teleport* as a 5th level spell.

Level:	Base Attack Bonus	Fort	Ref	Will	Special
1	+0	+2	+2	+0	Poison Use, Personal Immunity, Death Attack+3d6
2	+1	+3	+3	+0	Uncanny Dodge, Death Attack +4d6
3	+2	+3	+3	+1	Hide In Plain Sight, Death Attack +5d6
4	+3	+4	+4	+1	Cloak of Discretion, Death Attack +6d6
5	+3	+4	+4	+1	Traps, Trapmaking, Death attack +7d6
6	+4	+5	+5	+2	Palm Weapon, Death Attack +8d6
7	+5	+5	+5	+2	Full Death Attack, Death Attack +9d6
8	+6/+1	+6	+6	+2	Nerve Of The Assassin, Death Attack +10d6
9	+6/+1	+6	+6	+3	Improved Uncanny Dodge, Death Attack +11d6
10	+7/+2	+7	+7	+3	Skill Mastery, Death Attack +12d6
11	+8/+3	+7	+7	+3	Poisonmaster, Death Attack +13d6
12	+9/+4	+8	+8	+4	Personal Immunity, Death Attack +14d6
13	+9/+4	+8	+8	+4	Exotic Method, Death Attack +15d6
14	+10/+5	+9	+9	+4	Personal Immunity, Death Attack +16d6
15	+11/+6/+6	+9	+9	+5	Killer’s Proof, Death Attack +17d6
16	+12/+7/+7	+10	+10	+5	Exotic Method, Death Attack +18d6
17	+12/+7/+7	+10	+10	+5	Death By A Thousand Cuts, Death Attack +19d6
18	+13/+8/+8	+11	+11	+6	Mind Blank, Death Attack +20d6
19	+14/+9/+9	+11	+11	+6	Exotic Method, Death Attack +21d6
20	+15/+10/+10	+12	+12	+6	Killing Strike, Death Attack +22d6

Poison Use (Ex): An Assassin may prepare, apply, and use poison without any chance of poisoning herself.

Death Attack (Ex): An Assassin may spend a full-round action to study an opponent who would be denied their Dexterity bonus if she instead attacked that target. If she does so, her next attack is a Death Attack if she makes it within 1 round. A Death Attack inflicts a number of extra dice of damage equal to her Assassin level plus two dice, but only if the target is denied its Dexterity Bonus to AC against that attack. Special attacks such as a coup de grace may be a Death Attack. Assassins are well trained in eliminating magical or distant opponents, and do not have to meet the stringent requirements of a sneak attack, though if a character has both sneak attack and death attack, they stack if the character meets the requirements of both. As long as the victim is denied their dexterity against attacks from the assassin during the study action and the attack itself, it counts as a death attack. An Assassin may load a crossbow simultaneously with his action to study his target if he has a Base Attack Bonus of +1 or more.

Personal Immunity (Ex): Choose four poisons, an Assassin is immune to all four of those poisons, even if they are made available in a stronger strength. At levels 5, 7, and 12 the Assassin may choose one more type of poison to become immune to. At level 14, an Assassin becomes immune to all poisons.

Uncanny Dodge (Ex): Starting at 2nd level, an Assassin can react to danger before his senses would normally allow him to do so. He retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

If an Assassin already has uncanny dodge from a different class he automatically gains improved uncanny dodge (see below) instead.

Hide in Plain Sight (Ex): A 3rd level Assassin can hide in unusual locations, and may hide in areas without cover or concealment without penalty. An Assassin may even hide while being observed. This ability does not remove the -10 penalty for moving at full speed, or the -20 penalty for running or fighting.

Cloak of Discretion (Su): At 4th level, an Assassin is protected by a constant *Nondetection* effect, with a caster level equal to his character level.

Trapfinding: At 5th level, Assassins can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Assassins can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it. An Assassin who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trapmaking: At 5th level, the Assassin learns to build simple mechanical traps in out of common materials. As long as has access to ropes, flexible material like green wood, and weapon-grade materials like sharpened wooden sticks or steel weapons, he can build an improvised trap in 10 minutes. He can build any non-magical trap on the "CR 1" trap list that doesn't involve a pit. These traps have a Search DC equal to 20 + the Assassin's level, have a BAB equal to his own, and are always single-use traps. He may add poison to these traps, if he has access to it, but it will dry out in an hour.

Full Death Attack: At 7th level, if the Assassin studies an opponent to perform a Death Attack, she can make a full attack during the next round where every attack inflicts Death Attack damage as long as the target was denied their Dexterity bonus to AC against the first attack in the full attack action.

Skill Mastery (Ex): At 10th level, an Assassin becomes so certain in the use of certain skills that she can use them reliably even under adverse conditions. When making a skill check with Climb, Disable Device, Hide, Move Silently, Search, Spellcraft, Use Magic Device, Use Rope, or Swim, she may take 10 even if stress and distractions would normally prevent her from doing so.

Palm Weapon (Su) At 6th level, the Assassin learns to conceal weapons with supernatural skill. Any weapon successfully concealed with Sleight of Hand cannot be found with divination magic.

Nerve of the Killer: At 8th level, an Assassin gains a limited immunity to compulsion and charm effects. While studying a target for a Death Attack, and for one round afterward, he counts as if he were within a *protection from evil* effect. This does not confer a deflection bonus to AC.

Improved Uncanny Dodge (Ex): An Assassin of 9th level or higher can no longer be flanked. This defense denies another character the ability to sneak attack the character by flanking him, unless the attacker has at least four more levels in a class that provides sneak attack than the target. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank the character.

Poisonmaster: At 11th level, the Assassin learns alchemic secrets for creating short-term poisons. By expending an entire healer's kit worth of materials and an hour of time, he can synthesize one dose of any poison in the DMG. This poison degrades to uselessness in one week.

Exotic Method: At 13th, 16th, and 19th level the Assassin learns an exotic form of killing from the list below. Once chosen, this ability does not change:

- **Carrier:** Three times per day, the Assassin can cast *contagion* as a swift action spell-like ability.
- **Poison of the Cockatrice:** Twice per day, the Assassin can cast *flesh to stone* as a swift action spell-like ability.
- **Killer Faerie Arts:** Twice per day, the Assassin can cast *polymorph other* as a swift action spell-like ability.
- **Proxy Assassin:** Twice per day, the Assassin can cast *summon monster VII* as a spell-like ability. This effect lasts 10 minutes.
- **Death By Plane:** Once per day, the Assassin can cast *plane shift* as a spell-like ability.
- **Dimensional Rip:** Once per day, the Assassin can cast *implosion* as a spell-like ability. The duration of this effect is three rounds.
- **New School:** The Assassin may now choose spells known from a new school.

Killer's Proof (Su): At 15th level, the Assassin learns to steal the souls of those he kills. If he is holding an onyx worth at least 100 GP when he kills an enemy, he may place their soul within the gem as if he has cast *soul bind* on them at the moment of their death.

Death by a Thousand Cuts: At 17th level, the assassin has learned to kill even the hardiest of foes by reducing their physical form to shambles. Every successful Death attack inflicts a cumulative -2 Dexterity penalty to the Assassin's victim. These penalties last one day.

Mind Blank (Su): At 18th level, the Assassin is protected by a constant *mind blank* effect.

Killing Strike (Su): At 20th level, the Assassin's Death Attacks bypass his victim's DR and hardness.

Disgaea classes this represents:

Archer, Gunner, Masked Hero, Ninja, Samurai, Scout, Thief

Recommended Prestige Classes:

Crop Duster, Cupid, Killer Puppet, Masked Hero, Trickster-Yoink!

THE BARBARIAN

"GODDAMNIT, THEY ALL DIED! THAT MAKES ME MADDER!"

The Barbarian is designed to be a "Simple" class. Sure, it's also a good dip for a bit of extra health and damage here and there, but playing it straight 1-20 can work just fine. As a Barbarian, you get angry at things, shrug off most of their attacks and hit them with an axe. This can actually be your answer to any problem, no matter how illogical. And then sometimes you go "Wait, I had better settle down so I can heal!" And after healing? You get angry again.

Alignment: a Barbarian may be of any alignment

Starting Funds: 140 Hell

Starting Age: as Barbarian (PHB)

Hit Die: d12

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

Barbarians are proficient with all Simple and Martial weapons.

Barbarians are proficient with Light and Medium armour, and with Shields.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+1	+2	+0	+0	Rage, Fast Healing 1
2	+2	+3	+0	+0	Rage Dice +1d6, Combat Movement +5'
3	+3	+3	+1	+1	Battle Hardened
4	+4	+4	+1	+1	Rage Dice +2d6, Combat Movement +10'
5	+5	+4	+1	+1	Sidestep Hazards, Fast Healing 5
6	+6/+1	+5	+2	+2	Rage Dice +3d6, Combat Movement +15'
7	+7/+2	+5	+2	+2	Great Blows
8	+8/+3	+6	+2	+2	Rage Dice +4d6, Combat Movement +20'
9	+9/+4	+6	+3	+3	Great Life
10	+10/+5	+7	+3	+3	Rage Dice +5d6, Combat Movement +25', Fast Healing 10
11	+11/+6/+6	+7	+3	+3	Call the Horde
12	+12/+7/+7	+8	+4	+4	Rage Dice +6d6, Combat Movement +30'
13	+13/+8/+8	+8	+4	+4	Watched by Totems
14	+14/+9/+9	+9	+4	+4	Rage Dice +7d6, Combat Movement +35'
15	+15/+10/+10	+9	+5	+5	Primal Assault, Fast Healing 15
16	+16/+11/+11/+11	+10	+5	+5	Rage Dice +8d6, Combat Movement +40'
17	+17/+12/+12/+12	+10	+5	+5	Savagery
18	+18/+13/+13/+13	+11	+6	+6	Rage Dice +9d6, Combat Movement +45'
19	+19/+14/+14/+14	+11	+6	+6	One With The Beast
20	+20/+15/+15/+15	+12	+6	+6	Rage Dice +10d6, Combat Movement +50', Fast Healing 20

Rage (Ex): When doing melee damage to a foe or being struck by a foe, a Barbarian may choose to enter a Rage as an immediate action. While Raging, a Barbarian gains a +2 morale bonus to hit and damage in melee combat and may apply any Rage Dice he has to his melee damage rolls. He also gains a +2 to saves, a -2 to AC, and he gains DR X/- with X being equal to half his Barbarian level +2 (rounded down). For example, a 1st level Barbarian has DR 3/- while Raging and a 10th level Barbarian has DR 7/- while Raging. While Raging, a Barbarian may not cast spells, activate magic items, use spell-like abilities, or drop his weapons or shield. Rage lasts until he has neither struck an enemy for three consecutive rounds nor suffered damage from an enemy for three consecutive rounds. He may voluntarily end a Rage as a full-round action.

Fast Healing: Barbarians shrug off wounds that would cripple a lesser man, and have learned to draw upon deep reserves of energy and stamina. At 1st level, they gain Fast Healing 1. At 5th level this becomes Fast Healing 5, Fast Healing 10 at 10th level, Fast Healing 15 at 15th level, and Fast Healing 20 at 20th level. This healing only applies while he is not raging.

Rage Dice: While Raging, a Barbarian may add these dice of damage to each of his melee attacks. These dice are not multiplied by damage multipliers, and are not applied to any bonus attacks beyond those granted by Base Attack Bonus. These dice are not sneak attack dice, and do not count as sneak attack dice for the prerequisites of prestige classes or feats.

Combat Movement: While Raging, a Barbarian moves faster in combat, and may add his Combat Movement to his speed when he takes a move action to move.

Battle Hardened: At 3th level, a Raging Barbarian's mind has been closed off from distractions by the depths of his bloodlust and battle fury. While Raging, he may use his Fortitude Save in place of his Will Save. If he is under the effects of a compulsion or fear effect, he may act normally while Raging as if he was inside a *protection from evil* effect.

Sidestep Hazards (Ex): At 5th level, a Raging Barbarian learns to sidestep hazards with an intuitive and primal danger sense. While Raging, he may use his Fortitude Save in place of his Reflex Save.

Great Blows (Ex): At 7th level, a Raging Barbarian's melee attacks are Great Blows. Any enemy struck by the Barbarian's melee or thrown weapon attacks must make a Fort Save or be stunned for one round. No enemy can be targeted by this ability more than once a round, and the save DC for this ability is 10 + half the Barbarian's HD + his Constitution modifier.

Great Life (Ex): While Raging, a 9th level Barbarian is immune to nonlethal damage, death effects, stunning, critical hits, negative levels, and ability damage (but not ability drain).

Call the Horde (Ex): An 11th level Barbarian becomes a hero of his people. He gains the Command feat as a bonus feat, but his followers must be Barbarians. In campaigns that do not use Leadership feats, he instead gains a +2 unnamed bonus to all saves.

Watched by Totems (Ex): At 13th level, a Barbarian may immediately reroll any failed save. He may do this no more than once per failed save.

Primal Assault (Ex): At 15th level, a Raging Barbarian may choose to radiate an effect similar to an *antimagic field* when he enters a Rage, with a caster level equal to his HD. Unlike a normal antimagic field, this effect does not suppress magic effects on him or the effects of magic items he is wearing or holding.

Savagery (Ex): At 17th level, a Raging Barbarian may take a full round action to make a normal melee attack that has an additional effect similar to a *mordenkainen's disjunction*. Unlike a normal *mordenkainen's disjunction*, this effect only targets a single item or creature struck.

One With The Beast: At 19th level, a Barbarian may no longer needs to be in a Rage to use any Barbarian ability.

Disgaea classes this represents:

Beast Tamer, Berserker, Warrior

Recommended Prestige Classes:

Carnage Denizen, Carnage Princess, Genocidaire, Orc Brute, Orc King, Valkyrie

THE BLUE MAGE

“The pool is too warm... I’m sure no-one will mind if I create some icebergs in it.”

The Blue Mage is a caster who can be played fairly easily, without needing a long time to explain the mechanics. The individual spells and abilities range from simple “hit someone for decent damage” to slightly less simple “Debilitate a foe”, all the way to complex things involving teleportation and making items out of snow.

Keep in mind that this is a “short” class, so it can’t go 1-20.

Alignment: a Blue Mage may be of any alignment

Starting Funds: 210 Hell

Starting Age: as Rogue (PHB)

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

Blue Mages are proficient with all Simple weapons, all Martial weapons that are Piercing or have the word “Sword” in the name, and any three Exotic Piercing or Slashing weapons of choice.

Blue Mages are proficient with Light armour but not Shields.

The Blue Mage does not suffer Arcane Spell Failure for any Armour or Shield she is proficient with. When wielding a Quarterstaff with an Enhancement bonus, she may apply the Enhancement bonus to the Attack rolls and Damage rolls of any Spell-like or Supernatural abilities gained from this class.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+2	+2	+2	Coldfire, Cold Resistance, Cold Magic, Pall of Frost, Frozen Heart
2	+1	+3	+3	+3	Brittling, Create Ice, Skate
3	+2	+3	+3	+3	Frost’s Bite, Ice Skating, Ground Freeze
4	+3	+4	+4	+4	Cold Immunity, Encumber
5	+3	+4	+4	+4	Icebeam, Let It Snow
6	+4	+5	+5	+5	Freeze, Never-melt Ice
7	+5	+5	+5	+5	Skate on Air, Create More Ice
8	+6/+1	+6	+6	+6	Wall of Ice
9	+6/+1	+6	+6	+6	Blizzard, Mirror Mirror On The Wall
10	+7/+2	+7	+7	+7	Through the Looking Glass
11	+8/+3	+7	+7	+7	Animate Snow
12	+9/+4	+8	+8	+8	Create Tons of Ice
13	+9/+4	+8	+8	+8	Wintersmith, The Great Blizzard of ‘52

Cold Resistance (Ex): At level 1, the Blue Mage gains Cold Resistance equal to her character level

Cold Magic (Ex): All Cold spells are considered spells known for the purposes of magic item activation.

Coldfire (Su): At level 1, the Blue Mage may form a semi-solid ball of pure cold energy and then throw it at an enemy as a standard action, where it'll burst upon impact. This is a ranged touch attack with a Short range, and does 1d6 cold damage per level

Pall of Frost (Su): At level 1, the Blue Mage may frost herself over and chill the air around herself within 10 feet, inflicting 1d6 cold damage to everyone within the radius. While frosted, the Blue Mage is considered armed, and all of her melee attacks do 1d6 extra cold damage.

Frozen Heart (Su): A Blue Mage adds her Charisma bonus or her character level (whichever is lower) to Cold damage.

Brittling (Su): At level 2 the Blue Mage may concentrate her will upon a person or object within medium range, and chill the target. This always hits, and does 1d6 cold damage, and makes the target lose their Dex bonus to AC for one round (two if the target is Cold-vulnerable). Objects have their hardness halved for 1d4 rounds; this goes for any creature which also has a Hardness score.

Create Ice Object (Su): At level 2 a Blue Mage may use a standard action to create any object or objects she's seen before--out of ice. They may be created in the air or in a square of your choice (within range), 10 lbs per character level, short range, a number of objects equal to your character level. Hardness equal to $10 + \frac{1}{2}$ Character level + Charisma Modifier, but takes 1d6 damage each round it's in non-freezing temperature (which the Blue Mage can get around). Treat it as having the HP of a material of a similar hardness, if you care that much about sundering. Also, creating your maximum amount is a full-round action.

Skate (Su): At level 2, The Blue Mage may *skate* at will, as per the psionic power, on a line of ice she creates ahead of her as she moves. The trail remains iced over for one round. This may also be used on natural ice.

Frost's Bite (Su): At level 3, the Blue Mage's ice abilities generate a bitter cold. Her cold abilities penetrate Cold immunity, resistance, and hardness.

Ice Skating (Su): At level 3, the Blue Mage may use Skate to cross liquid surfaces. The ice trail still disappears after a round, so she'd better keep moving, especially if crossing lava or acid.

Ground Freeze (Su): At level 3, the Blue Mage may freeze four 5-foot squares per character level as a standard action. The ice in any square can be thawed using a fire spell. Also, the Blue Mage may now fix Ice objects onto horizontal and vertical surfaces and be sure they'll support a decent amount of weight.

Cold Immunity (Su): At level 4, the Blue Mage does not fear cold, and is immune to it.

Encumber (Su): At level 4, the Blue Mage's creation abilities are getting better, allowing her to do more and more things. She may spend a standard action to attempt to wrap someone in heavy, restricting ice—as much as she can make with Create Ice--encumbering them with the weight, with a Reflex save for half the weight.

Icebeam (Su): The level five Blue Mage's mastery of coldfire has expanded to allow her to fire a Long-range ray of it as a standard action, dealing 1d6 Cold Damage per character level.

Let It Snow (Su): As a standard action, the fifth-level Blue Mage may it snow in a medium-range radius, in as wide or as small an area as you want (within the radius). It starts off with a foot of snow, and goes up a foot every round until she tells it to stop.

Freeze (Su): At level 6, the Blue Mage may bind someone or something up with ice. Treat as a non-mind-affecting Hold Monster with a Reflex save.

Never-melt Ice (Su): At level 6, the Blue Mage's ice creations are immune to all fire and won't melt unless she allows it or dies. If a permanency spell is cast on a Never-melt Ice item, it will endure even beyond the Blue Mage's death.

Skate In Air (Su): At level 7, the Blue Mage may now skate through the air by creating a sheet of ice to travel across. The largest angle at which the Blue Mage can travel upwards is 45 degrees (as per Air Walk).

Create More Ice (Su): At level 7, the Blue Mage may create 100 lbs of ice per character level within medium range. She may now make three separate objects per character level.

Wall of Ice (Sp): At level 8, the Blue Mage gains Wall of Ice as an at-will spell-like ability.

Blizzard (Sp): At level 9 the Blue Mage may use a standard action to produce a howling gale of freezing wind carrying shards of ice and snow. It does 1d6 Cold damage per character level, and also does 1d6 Slashing and Piercing damage/three character levels. A Blizzard is a short-range Cone.

Mirror Mirror on the Wall (Su): All of the Blue Mage's ice creations come from the Plane of Ice, and, as such, can be linked. At level 9, a Blue Mage has gained enough mastery to link any two smooth reflective surfaces made from her ice like a window as standard action. That is to say, the Blue Mage stands in front of a mirror, chooses one of her other mirrors, wherever it may be, and then may see out the other mirror as if looking through a window. Anyone or anything present on the other side can likewise see and communicate through their mirror. This effect lasts until the ice mage dismisses it as a free action (or until they're knocked out or killed or what-have-you). Only two surfaces may be linked as such at a time.

Through the Looking Glass (Su): At level 9, a Blue Mage using her *Mirror Mirror On The Wall* ability may pass through the mirrors as easily as climbing through a window, stepping through an open door, or falling down a hole. Others may also come, as long they form a chain by holding hands and the first person through is the Blue Mage. It is not advisable to let go of the chain when you're halfway through the mirror, because now your body parts will be separated by the distance between the mirrors.

Animate Snow (Sp): At level 11, the Blue Mage may use Animate Snow, as the spell, at will.

Create Tons of Ice (Su): At level 12, the Blue Mage can create 1,000 lbs of ice per character level as full-round action. It can be created within long range, but must be created on the ground.

Wintersmith (Su): At level 13, The Blue Mage may now plunge an area into winter. When she first gets this ability, she may create large amounts of snow and icicles and all that, out to Long Range, for one day per character level. This can have effects like Let it Snow and Ground Freeze. Unlike most of her creations, this is not Never-melt Ice. At character level 15, she may do it as far as she can see. At level 17, the wintry conditions she creates do not melt normally and last until she relents and lets them thaw away, or until she is killed.

The Great Blizzard of '52 (Sp): The thirteenth-level Blue Mage's blizzards are now of legendary proportions. She may create a blizzard which is a Medium-ranged Cone. It inflicts (Character Level + Cha Modifier)d6 in Cold damage, and (1/3 Character Level + Cha Modifier) in Slashing and Piercing damage.

Disgaea classes this represents:

Blue Mage, Blue Skull, Magician, Witch

Recommended Prestige Classes:

Archmage, Aristocratic Demon, Frozen Hearted, Ice King, Pretty Princess, Prism Mage

THE ELEMENTALIST

“I accidentally set everything alight with a fire spell, now I need to use a water spell!”

Elementalists are spellcasters of the more traditional type – they have spells per day, and gain actual spell levels. They are the less advanced kind, though, like the Beguiler: they automatically know all of their spells (you needn’t look through books to choose the ones you get) and cast spontaneously. They also get a variety of class features, making them interesting in their own right.

Alignment: the Elementalist has to be in some way Neutral to gain the first level.

She can still gain future levels if she changes her alignment.

Starting Funds: 100 Hell

Starting Age: as Druid (PHB)

Hit Die: d6

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

Elementalists are proficient with all Simple weapons, as well as the Scimitar, Great Axe, Trident, Light Pick, Heavy Pick and Longbow (including the Composite Longbow).

Elementalists are proficient with Light armour, but not with shields.

The Elementalist does not suffer Arcane Spell Failure for Elementalist spells while wearing armour she is proficient with.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+0	+0	+2	Spell Casting, Create Water
2	+1	+0	+0	+3	Elemental Survival
3	+1	+1	+1	+3	Advanced Learning
4	+2	+1	+1	+4	Create Air
5	+2	+1	+1	+4	Elemental Familiar, Advanced Learning
6	+3	+2	+2	+5	-
7	+3	+2	+2	+5	Resistance to Energy 5, Advanced Learning
8	+4	+2	+2	+6	-
9	+4	+3	+3	+6	Create Fire, Advanced Learning
10	+5	+3	+3	+7	Timelessness
11	+5	+3	+3	+7	Elemental Traits, Advanced Learning
12	+6/+1	+4	+4	+8	-
13	+6/+1	+4	+4	+8	Resistance to Energy 10, Advanced Learning
14	+7/+2	+4	+4	+9	Create Wood
15	+7/+2	+5	+5	+9	Advanced Learning, Summon
16	+8/+3	+5	+5	+10	Elemental Wildshape 1/day
17	+8/+3	+5	+5	+10	Create Earth, Advanced Learning
18	+9/+4	+6	+6	+11	Elemental Wildshape 2/day
19	+9/+4	+6	+6	+11	Resistance to Energy 15, Advanced Learning
20	+10/+5	+6	+6	+12	Elemental Wildshape 3/day

Spells: The Elementalist is an Arcane Spellcaster with the same spells per day progression as a Sorcerer. An Elementalist casts spells from the Elementalist Spell List (below). An Elementalist automatically knows every spell on her spell list. She can cast any spell she knows without preparing it ahead of time, provided that a spell slot of an appropriate level is still available. To cast an Elementalist spell, she must have an Intelligence at least equal to 10 + the Spell level. The DC of the Elementalist's spells is Wisdom based and the bonus spells are Intelligence based. Elementalists choose their spells from the following list:

0—*Attune Form, Caltrops, Detect Magic, Detect Poison, Light*

1st—*Air Breathing, Discern Portal Destination, Entangle, Gust of Wind, Lesser Fire Breath, Obscuring Mist, Pass Without Trace, Predict Stability, Produce Flame, Speak With Plants, Stone Shatter, Summon Elemental I, Wall of Smoke, Water Breathing*

2nd—*Binding Winds, Command Plants, Creeping Cold, Earth Lock, Earthen Grace, Fog Cloud, Heat Metal, Protection From Arrows, Soften Earth and Stone, Summon Elemental II, Wall of Sand, Warp Wood, Wood Shape*

3rd—*Blight, Control Water, Earth Reaver, Investigate Portal, Fire Shield, Fly, Plant Growth, Stone Shape, Stoneskin, Summon Elemental III, Wall of Fire, Wall of Water, Wind Wall*

4th—*Briar Web, Greater Stone Shape, Scrying, Summon Elemental IV, Wall of Stone, Blast of Flame, Blistering Radiance, Explosive Cascade, Stone Sphere, Wall of Sand, Summon Elementite Swar*

5th—*Animate Plants, Fire Breath, Move Earth, Stone Tell, Summon Elemental V, Wall of Thorns, Wind Walk, Anticold Sphere, Cyclonic Burst, Shroud of Flame, Xorn Movement, Swamp Stride, Inferno*

6th—*Control Plants, Energy Immunity, Flesh to Stone, Stone Tell, Stone to Flesh, Summon Elemental VI, Cloak of the Sea, Fire Spiders, Freezing Fog, Stone Body, Drown, Animate Snow,*

7th—*Control Weather, Greater Scrying, Fire Storm, Summon Elemental VII, Transmute Rock to Lava, Elemental Body, Greater Stoneshape, Ironguard, Meteor Swarm, Storm of Elemental Fury, Waterspout*

8th—*Earthquake, Summon Elemental VIII, Sunburst, Whirlwind, Excavate, Field of Icy Razors, Lightning Ring, Heart of Stone, Maelstrom, Bombardment*

9th—*Elemental Swarm, Frozen Stillness, Greater Fire Breath, Summon Elemental IX, Summon Elemental Monolith, Obedient Avalanche, Storm of Vengeance, Transmute Rock to Lava, Greater Whirlwind, Tsunami*

Create Water (Su): An Elementalist can create water as a standard action at will as the spell *create water* with a caster level equal to her character level.

Elemental Survival (Ex): An Elementalist of 2nd level or higher survives in elemental planes as easily as on the prime. Whenever on any elemental, paraelemental, or energy plane, she is able to ignore any harmful elemental and energy traits and moves through any of these planes without impediment. Specifically, she gains additional move speeds equal to her base land speed: fly on the Plane of Air (good maneuverability), burrow on the Plane of Earth, and swim on the Plane of water. The Positive Energy Plane never gives her temporary hit points, and elemental and energy traits that would do her damage instead don't.

Advanced Learning: At 3rd level and every two levels afterwards, the Elementalist may permanently add one spell to her spell list. This spell must be of a level she can already cast, and may not be of the Illusion or Necromancy school. Only spells from the Druid or Wu Jen spell list may be added in this way.

Create Air (Su): At 4th level an Elementalist can create air at will as if she was an open *Bottle of Air*.

Elemental Familiar: At 5th level, an Elementalist can acquire a familiar in the same manner as a Sorcerer. Unlike a Sorcerer, the Elementalist has only 5 choices for her familiar:

- **Small Air Elemental** : +2 to Tumble and Jump Checks.
- **Small Earth Elemental** : +3 on Bullrush checks, whether the attacker or defender.
- **Small Fire Elemental** : +3 to Intimidate checks.
- **Small Water Elemental** : +4 bonus to Swim checks, you may take 10 on swim checks at any time.
- **Small Wood Elemental**: +2 to Survival and Climb checks.

If it dies, the Elementalist does not suffer any XP loss, and she can summon another the next day.

Resistance to Energy (Ex): At 7th level, an Elementalist has accumulated an inherent resilience in the face of all manners of elemental adversity. She has an Energy Resistance of 5 against any form of energy damage she is exposed to. At 13th level, this general resistance increases to 10 points. At 19th level, the resistance increases to 15.

Create Fire (Su): At 9th level, an Elementalist can set a creature or object on fire at will as a standard action. The target must be within short range, and suffers 2d6 of fire damage every round until the fire is extinguished. A victim can attempt to extinguish itself as a full-round action by making a Reflex Save (DC 15). The flames, once begun, are non-magical.

Timelessness: At 10th level, an Elementalist is infused with the uncompromising nature of the raw elements themselves. She stops aging and never dies of old age.

Elemental Traits: At 11th level, an Elementalist attunes herself to a specific element, becoming in some way like the element of her choice:

- **Air Elemental:** Gains **Air Mastery** and a Flight Speed (perfect manoeuvrability) equal to her walking speed.
- **Earth Elemental:** Gains **Earth Mastery**, a 30 foot Tremor Sense, and a Burrowing Speed equal to half her walking speed.
- **Fire Elemental:** Gains Immunity to Fire, and her body immolates whenever desired, inflicting an additional 4d6 of fire damage on any creature struck with her unarmed strikes or which strike her with an unarmed strike.
- **Water Elemental:** Gains **Water Mastery**, the (Aquatic) subtype, the amphibious special quality, and a swim speed equal to her walking speed.
- **Wood Elemental:** Gains Immunity to Polymorphing, a 60 foot Woodsense, and a Climb Speed equal to her walking speed.

Create Wood (Su): At 14th level, an Elementalist can create a full sized tree as a standard action, as if using a Quaal's Feather Token (Tree). This is an at-will ability.

Summon (Sp): At 15th level, an Elementalist can attempt to *summon* creatures from the elemental planes. Summoning another creature of the same character level has a 40% chance of success, and summoning a creature of a lower level increases the chances of success by 10% for every level the summoner's level exceeds the CR of the target

Elemental Wildshape (Su): At 16th level, the Elementalist can actually become an Elemental in a manner simply to wildshape. Once per day, an Elementalist can assume an Alternate Form of an Air Elemental, an Earth Elemental, a Fire Elemental, a Water Elemental, or a Wood Elemental as a standard action. The alternate form may be dismissed at will, but otherwise persists for 24 hours. Only True Elemental forms may be assumed, and the forms in question must be smaller than Greater (Small to Huge Size is acceptable). Every 2 levels, the Elemental Wildshape may be activated an extra time each day.

Create Earth (Su): At 17th level, an Elementalist can create a *wall of stone* at any time as a standard action.

Disgaea classes this represents:

Geomancer, Prism Mage, Prism Skull, Shaman

Recommended Prestige Classes:

Aristocratic Demon, Fallen

THE GREEN MAGE

“All the elements are equally strong... but Air is invisible at the same strength, thus better.”

The Green Mage is another of the pseudo-casters. They gain level-appropriate abilities as they gain levels, but don't actually have spell levels or spell slots to deal with. Many of their effects are related to damaging people with Sonic or Electricity, but they can also Deafen people, Shatter things, knock people over, and of course Fly. As an added bonus, they can extend their senses along the breeze.

Keep in mind that this is a “short” class, so it can't go 1-20.

Alignment: the Green Mage can be of any alignment.

Starting Funds: 210 Hell

Starting Age: as Rogue (PHB)

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

Green Mages are proficient with all Simple weapons.

The Green Mage suffers Arcane Spell Failure for Armour with which she is not proficient.

She adds the Enhancement bonus of any Staff she wields to the attack and damage rolls of her Supernatural and Spell-like Abilities.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+0	+2	+2	Wind Blast, Wind Resistance, Message, Ghost Sound, Air Magic
2	+1	+0	+3	+3	Gust of Wind, Shocking Grasp
3	+2	+1	+3	+3	Wall of Air, Whispering Winds
4	+3	+1	+4	+4	More Resistance, Clairaudience
5	+3	+1	+4	+4	Air Walk
6	+4	+2	+5	+5	Thunder Clap, Silence
7	+5	+2	+5	+5	Scary Noises, Pin Drops
8	+6/+1	+2	+6	+6	Slow, Secrets on the Wind
9	+6/+1	+3	+6	+6	Chain Lightning, Wind Tunnel
10	+7/+2	+3	+7	+7	Gaseous Form, Sending
11	+8/+3	+3	+7	+7	Speed of the Wind, Weather Control
12	+9/+4	+4	+8	+8	Animate Air, Windwalk
13	+9/+4	+4	+8	+8	Control Winds
14	+10/+5	+4	+9	+9	Breath of Life, Calming Voice
15	+11/+6/+6	+5	+9	+9	Storm of Vengeance, Whirlwind

Wind Blast (Sp): A Green Mage can throw blasts of wind as an attack action. A Wind Blast travels out to short range, and inflicts 1d4 of Sonic damage per character level. A Wind Blast strikes its target with a ranged touch attack.

Wind Resistance (Ex): A Green Mage has resistance to Sonic and Electricity equal to her hit dice. In addition, she treats wind as being one step less intense.

Message (Sp): A Green Mage can cast *message* at will.

Ghost Sound (Sp): A Green Mage can use *ghost sound* at will.

Air Magic (Ex): A Green Mage is considered to have all spells with the [Air] or [Electricity] key word on her spell list for purposes of activating magic items. A Green Mage's caster level is always equal to her character level.

Gust of Wind (Sp): A 2nd level Green Mage can cast *Gust of Wind* as a standard action, at will.

Shocking Grasp (Su): A 2nd level Green Mage can shock people with a touch. As a melee attack action, the Green Mage can make a touch attack that inflicts 1d6 of Electricity damage per character level. The Green Mage can use her Dexterity modifier instead of her Strength modifier on her attack roll. A Shocking Grasp attack can be made with a staff.

Wall of Air (Sp): A 3rd level Green Mage can create a *wall of air* at will, as a standard action. The Green Mage can only have 1 such wall in existence at a time for every three whole levels she has. If she creates a new wall while she is already at her maximum, one wall of her choice dissipates. The Save DC of any of her effects is DC 10 + ½ Level + Charisma Modifier.

Whispering Winds (Sp): A 3rd level Green Mage can use *whispering winds* at will.

More Resistance (Ex): At 4th level a Green Mage may personally ignore Wind Effects. Also her Sonic Resistance improves to twice her level.

Clairaudience (Sp): At 4th level, a Green Mage can hear things at great distances. She can use *clairvoyance/clairaudience* at will as a free action, but only the audio version.

Air Walk (Su): From 5th level on, a Green Mage constantly benefits from *air walk*.

Thunder Clap (Sp): At 6th level, a Green Mage can create a tremendous clap of thunder that damages and deafens. The Thunder Clap can be created within Medium range. It is a 20 foot radius burst, and it inflicts 1d8 + 1d8/2 levels in Sonic Damage (Fortitude save partial for half damage). Those creatures that fail their save are knocked prone and *deafened* for 1 round/level. At 11th level, the Wind Mage may make her Thunder Clap larger, doing an extra d8 of damage and having a radius of 30 feet.

Silence (Sp): A 6th level Green Mage can create a zone of silence, as per *silence*. The Green Mage can only have one such zone active for every three full levels she has attained, and if she creates a new one when she already has her maximum she chooses one to be dispelled.

Scary Noises (Sp): A 7th level Green Mage can use *fear* as a spell-like ability. Once she has used it, she may not use it again for 10 rounds. Scary Noises is a [Sonic] ability.

Pin Drop (Ex): A 7th level Green Mage gains a bonus to her Listen checks equal to her ranks in Listen.

Slow (Sp): A Green Mage of 8th level can cast *slow* as a Swift Action at will.

Secrets on the Wind (Sp): An 8th level Green Mage can *scry* at will with a minute's concentration. Unlike a normal *scrying*, the Green Mage cannot see through to the target, but instead can hear from that area as if sh was there herself. There is no literal sensor in this case, the scrying is entirely passive.

Chain Lightning (Sp): A 9th level Green Mage can use *chain lightning* as a standard action, at will.

Wind Tunnel (Sp): At 9th level, a Green Mage may invoke *wind tunnel* (Spell Compendium) once per day as a Swift Action.

Gaseous Form (Sp): A 10th level Green Mage can use *gaseous form* at will. Gaseous Form used by a Green Mage is permanent until dismissed, and Green Mages often use it to bottle captured enemies.

Sending (Sp): A 10th level Green Mage can use *sending* at will simply by speaking into the wind.

Speed of the Wind (Sp): An 11th level Green Mage can use *haste* as a Swift Action once per hour.

Weather Control (Sp): An 11th level Green Mage can control the weather every day.

Animate Air (Sp): At 12th level, a Green Mage can animate the very air. By spending a Standard Action, she essentially creates a Huge Air Elemental that follows her orders. She can only have one at a time, and if she creates a new one, the old one dissipates. She can only create one an hour in any case. At 16th level, her Elemental can be made as a Greater Elemental instead. At 20th level, it can be an Elder Elemental.

Wind Walk (Sp): A 12th level Green Mage can invoke or terminate *wind walk* at will as a Swift Action.

Control Winds (Sp): A 13th level Green Mage can cast *control winds* as a Druid of her level. This ability can only be invoked once per hour.

Breath of Life (Sp): A 14th level Green Mage can *raise* the *dead* a number of times per day equal to her Charisma modifier.

Calming Voice (Sp): Once per hour, a 14th level Green Mage can cast *charm monster*.

Storm of Vengeance (Sp): Once per hour, a 15th level Green Mage can invoke a *Storm of Vengeance* as per the Druid spell of the same name.

Whirlwind (Sp): A 15th level Green Mage can use *whirlwind* and *greater whirlwind* (Spell Compendium) at will.

Disgaea classes this represents:

Green Mage, Green Skull, Magician, Witch

Recommended Prestige Classes:

Archmage, Cyclone Rider, Magic Knight, Pretty Princess, Prism Mage

THE JESTER

“I’m here to steal your hearts! And your wallets. Truth be told, it’s mostly your wallets.”

The Jester is a Trickster sort of class, best played by people more experienced with the game. They can get some decent Sneak Attack going if they dual-wield flasks of acid, they can use skills to do some of the cooler things (robbing people blind, deactivating ongoing spells, feinting and the like), and they also get a bit of spell casting ability – specifically, the kind that helps them do all the above. They are also okay at shooting people, but seriously, it’s all about the flasks.

Alignment: the Jester can be of any alignment, though many are Chaotic.

Starting Funds: 220 Hell

Starting Age: as Rogue (PHB)

Hit Die: d6

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

Jesters are proficient with Light Armour but not Shields.

Jesters do not suffer Arcane Spell Failure if they are Proficient with the armour they wear.

Jesters are not proficient with any weapons, but do not take penalties for not being proficient, nor for wielding weapons that are too big or small, or ~~even~~ especially for using improvised weapons.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+0	+2	+0	Harlequin’s Mask, Ignore Components, Poison Use, Spellcasting
2	+1	+0	+3	+0	Laugh It Off
3	+2	+1	+3	+1	Power Slide, +1d6 Sneak Attack
4	+3	+1	+4	+1	Jester’s Feint
5	+3	+1	+4	+1	Cruel Comment
6	+4	+2	+5	+2	+2d6 Sneak Attack
7	+5	+2	+5	+2	Sight Gag
8	+6/+1	+2	+6	+2	Low Comedy, Slapstick
9	+6/+1	+3	+6	+3	+3d6 Sneak Attack
10	+7/+2	+3	+7	+3	Jack-in-the-Box King
11	+8/+3	+3	+7	+3	+4d6 Sneak Attack
12	+9/+4	+4	+8	+4	Killer Clown
13	+9/+4	+4	+8	+4	+5d6 Sneak Attack
14	+10/+5	+4	+9	+4	Annoy the Gods
15	+11/+6/+6	+5	+9	+5	+6d6 Sneak Attack
16	+12/+7/+7	+5	+10	+5	Prat Fall
17	+12/+7/+7	+5	+10	+5	+7d6 Sneak Attack
18	+13/+8/+8	+6	+11	+6	Last Trick
19	+14/+9/+9	+6	+11	+6	+8d6 Sneak attack
20	+15/+10/+10	+6	+12	+6	Eternal Trickster

Spellcasting: The Jester is an Arcane Spellcaster with the same spells per day progression as a Bard (SRD). A Jester casts spells from the Jester Spell List (below). A Jester automatically knows every spell on his spell list. He can cast any spell he knows without preparing them ahead of time, provided that spell slots of an appropriate level are still available.

To cast a Jester spell, he must have a Charisma at least equal to 10 + the Spell level. The DC of the Jester's spells is Charisma based and the bonus spells are Charisma based.

Poison Use (Ex): A Jester may prepare, apply, and use poison without any chance of poisoning himself.

Ignore Components: A Jester may cast spells from the Jester list without using material components, regardless of whether they are costly or not. This has no effect on any spells that a Jester casts from any other spell-list.

Harlequin's Mask (Ex): As long as a Jester's face is painted, masked, or adorned in the manner of a harlequin or other comedic figure, he is immune to [Compulsion] effects.

Laugh It Off (Ex): Fate protects fools and little children, and Jesters certainly adopt the role of fools. At 2nd level, a Jester may add his Charisma modifier as a morale bonus to his saves.

Power Slide (Ex): If a 3rd level Jester takes damage from an attack, he may allow herself to be flung backwards, thereby lessening the impact. He may make a Balance check with a DC equal to the damage inflicted and if she succeeds, he suffers only half damage. This is a skill check, not a Saving Throw, so abilities such as Evasion do not apply. He is moved away from the source of damage by 5' for every 5 points of damage (or part thereof) negated in this way. If there is not enough space for him to move, he suffers a d6 of damage for each square not moved. If he passes through an occupied square, the Jester would have to make a tumble check to avoid attacks of opportunity.

If this ability is gained from another class, then the Jester may choose to increase or decrease the total distance moved by 50% (so a Power Slide that negated 12 points of damage can cause him to move 5', 10', or 15' at her choice).

Sneak Attack (Ex): At 3rd level, a Jester gains the ability to make sneak attacks as a rogue would. At 3rd level, his sneak attacks inflict 1 extra d6 of damage, and this increases by 1d6 at levels 6, 9, 11, 13, 15, 17, and 19.

Jester's Feint (Ex): At 4th level, a Jester learns to shock and unnerve his enemies by throwing unexpected objects at them. At a swift action, he may toss a brightly coloured object in the square of an enemy with a Sleight of Hand Check opposed by the enemy's Spot check. If it succeeds, the enemy is denied his Dex bonus for the Jester's next attack.

Some Jesters use objects with magical or alchemic effects that act in an enemy's square to use with this ability, while others use coloured balls, fruit, pieces of cloth or scarves, or other cast-off materials that fit the requirement of being brightly coloured. Wealthy, desperate, or foolish Jesters sometime used coins or gems.

Cruel Comment (Ex): At 5th level, the Jester has learned to say extremely funny but hurtful things about others. As a swift action, the Jester can make a Bluff check opposed by the target's level plus Charisma check. If the target fails this check, he suffers a -4 to attack rolls, saves, and all other checks. This effect lasts 3 rounds. This is a language-dependant ability.

Sight Gag: At 7th level, the Jester may apply the Silent Spell and Still Spell metamagics spontaneously to his spells, but only if he casts them as full-round actions. This ability only works with spells on the Jester list, and it does not increase the spell's level or slot used.

Low Comedy (Ex): By using this ability, a Jester of 8th level or higher can double the armour check penalty of an opponent within 50 feet that he hits with a ranged touch attack. Using this ability is an attack action and counts as a thrown weapon. The penalty can be restored to its normal value with 10 minutes and a bar of soap.

Slapstick (Ex): At 8th level, any successful sneak attack also inflict a -2 Dex penalty to an enemy for one round.

Jack-in-the-Box King (Sp): Twice per day, a 10th level Jester may use *fabricate* or *major creation* as a spell-like ability, but only if he is constructing weapons or traps.

Killer Clown (Ex): At 12th level, so long as he meets the requirements of his Harlequin's face ability, the Jester can make a special Intimidate check as a move action. If successful, this check causes the enemy to suffer the panicked condition for a round per Jester level. This is a [Mind Affecting] [Fear] effect.

Annoy the Gods (Su): As world-class pranksters, Jesters must learn to avoid the curses and transformations of enemies with a sense of humour. Any time a 14th level Jester has spent at least one round as the victim of an effect that could be removed by a *break enchantment* effect, the effect is removed.

Prat Fall (Ex): At 16th level, any time a Jester strikes an enemy with a sneak attack, the Jester can make a free Trip attack that does not provoke an Attack of Opportunity. This ability cannot be used on any one enemy more than once a round. The Jester may not be tripped if this fails, and it may be used with ranged sneak attacks. The Jester may substitute his Dexterity modifier for his Strength modifier for the opposed test to trip his foe.

Last Trick (Su): At 18th level, the Jester can turn even his death into a joke. Any time the Jester is killed or knocked unconscious, one of his spells known is cast as if it were spell in a *contingency* effect.

Eternal Trickster (Ex): At 20th level, the Jester can become a personification of the Laughing God Who has No Temples. While meeting the requirements of his Harlequin's Mask ability, he does not age and is under the effects of a *mind blank* effect.

Jester Spells:

Cantrips: *Alarm, Detect Magic, Detect Poison, Expeditious Retreat, Grease, Unseen Servant, Ventriloquism.*

1st Level: *Fire Trap, Glitterdust, Magic Mouth, Misdirection, Pyrotechnics, Reduce Person, Sleet Storm, Tasha's Uncontrollable Hideous Laughter, Teleport Trap, Touch of Idiocy.*

2nd Level: *Baleful Transposition, Explosive Runes, Glyph of Warding, Rage, Rope Trick, Secret Page, Sepia Snake Sigil, Unluck.*

3rd Level: *Feeblemind, Minor Globe of Invulnerability, Modify Memory, Mordenkainen's Faithful Hound, Nightmare, Servant Horde, Shrink Item.*

4th Level: *Globe of Invulnerability, Greater Glyph of Warding, Haste, Insect Plague, Persistent Image, Sword of Deception, Symbol of Weakness, Tree Shape, Wood Rot.*

5th Level: *Bigby's Interposing Hand, Energy Immunity, Eyebite, Repulsion, Screen, Symbol of Insanity, Telekinesis.*

6th Level: *Creeping Doom, Insanity, Refuge, Symbol of Sleep, Symbol of Stunning, Temporal Stasis.*

Disgaea classes this represents:

Masked Hero, Thief

Recommended Prestige Classes:

Crop Duster, Delinquent, Masked Hero, Netherworld Scout, Prism Ranger, Trickster-Yoink!

THE KNIGHT

“You will go no further – for her sake I will not fail!”

Knights are perfect for protecting others. The main way they do this is by threatening to deal so much damage that the foe will die horribly if they fail to hurt him in time. In other words, the other characters get the heat taken off them because the enemy *has* to try to hurt him (the least hurtable) or risk getting pulverised.

This is a “short” class, so if the game goes beyond 10th level, you will need to multi-class.

Alignment: the Knight can be of any Alignment as long as he follows his Code of Conduct.

Starting Funds: 210 Hell

Starting Age: as Fighter (PHB)

Hit Die: d12

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

Knights are proficient with all Simple and Martial weapons.

They are proficient with Light, Medium and Heavy armour, as well as Shields and Great Shields.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+1	+0	+0	+2	Designate Opponent, Mounted Combat, Code of Conduct
2	+2	+0	+0	+3	Damage Reduction
3	+3	+1	+1	+3	Energy Resistance, Speak to Animals
4	+4	+1	+1	+4	Immunity to Fear, Knightly Spirit
5	+5	+1	+1	+4	Command
6	+6/+1	+2	+2	+5	Defend Others, Quick Recovery
7	+7/+2	+2	+2	+5	Bastion of Defence, Draw Fire
8	+8/+3	+2	+2	+6	Mettle, Spell Shield
9	+9/+4	+3	+3	+6	Sacrifice
10	+10/+5	+3	+3	+7	Knightly Order

Designate Opponent (Ex): As a Swift Action, a Knight may mark an opponent as his primary foe. This foe must be within medium range and be able to hear the Knight's challenge. If the target creature inflicts any damage on the Knight before the Knight's next turn, the attempt fails. Otherwise, any attacks the Knight uses against the opponent *during* his next turn inflict an extra d6 of damage for each Knight level. This effect ends at the end of his next turn, or when he has struck his opponent a number of times equal to the number of attacks normally allotted him by his Base Attack Bonus.

Mounted Combat: A Knight gains Mounted Combat as a bonus feat at 1st level. If he already has Mounted Combat, he may gain any Combat feat he meets the prerequisites for instead.

Code of Conduct: A Knight must fight with honour even when his opponents do not. Indeed, a Knight subscribes to honour to a degree far more than that which is strictly considered necessary by other honourable characters. Actions which even hint at the appearance of impropriety are anathema to the Knight:

- A Knight must not accept undue assistance from allies even in combat. A Knight must refuse bonuses from Aid Another actions.
- A Knight must refrain from the use of poisons of any kind, even normally acceptable poisons such as blade toxins.
- A Knight may not voluntarily change shape, whether he is impersonating a specific creature or not.
- A Knight may not sell Magic Items.

A Knight who fails to abide by his code of conduct loses the ability to use any of his Knightly abilities which require actions until he atones.

Damage Reduction (Ex): A Knight trains to suffer the unbearable with chivalry and grace. At 2nd level, he gains Damage Reduction of X/-, where X is half his Knight level, rounded down. At level 10, this changes to half his *character* level, rounded down.

Energy Resistance (Ex): A Knight may protect himself from energy types that he expects. As a Swift Action, a 3rd level Knight may grant himself Energy Resistance against any energy type he chooses equal to his Knight Level plus his Shield Bonus. This energy resistance lasts until he spends a Swift Action to choose another Energy type or his Shield bonus is reduced.

Speak to Animals (Ex): A Knight can make himself understood by beasts. His steed always seems to be able to catch the thrust of anything he says. A 3rd level Knight gains a bonus to any of his Ride and Handle Animal checks equal to half his Knight Level. In addition, there is no limit to how many tricks he can teach a creature, and his Handle Animal checks are not penalized for attempting to get a creature to perform a trick it does not know.

Immunity to Fear (Ex): At 4th level, a Knight becomes immune to [Fear] effects.

Knightly Spirit (Ex): As a Move Equivalent Action, a 4th level Knight may restore any amount of ability damage or drain that he has suffered.

Command: A Knight gains Command as a bonus feat at level 5.

Defend Others (Ex): A 6th level Knight may use his own body to defend others. Any ally adjacent to the Knight gains Evasion, though he does not.

Quick Recovery (Ex): If a 6th level Knight is *stunned* or *dazed* during his turn, that condition ends at the end of that turn.

Bastion of Defense (Ex): A 7th level Knight can defend others with great facility. All adjacent allies except the Knight gain a +2 Dodge bonus to their Armor Class and Reflex Saves.

Draw Fire (Ex): A 7th level Knight can exploit the weaknesses of unintelligent opponents. With a Swift Action, he may pique the interest of any mindless opponent within medium range. That creature must make a Willpower Save (DC 10 + $\frac{1}{2}$ Hit Dice + Constitution Modifier) or spend all of its actions moving towards or attacking the Knight. This effect ends after a number of rounds equal to the Knight's class level.

Mettle (Ex): An 8th level Knight who succeeds at a Fortitude Partial or Willpower Partial save takes no effect as if he had immunity.

Spell Shield (Ex): An 8th level Knight gains Spell Resistance of 5 + his character level. This Spell Resistance is increased by his Shield bonus to AC if he has one.

Sacrifice (Ex): As an immediate action, a 9th level Knight may make himself the target of an attack or targeted effect that targets any creature within his reach.

Knightly Order: What is a powerful Knight without a descriptive adjective? Upon reaching 10th level, a Knight *must* join or found a Knightly order. From this point on, he may ignore one of the prerequisites for joining a Knightly Order prestige class. In addition, becoming a member of an order has special meaning for a 10th level Knight, and he gains an ability related to the order she joins.

Disgaea classes this represents:

Warrior, Iron Knight, Majin, Magic Knight

Recommended Prestige Classes:

Genocidaire, Haunted Armour, Hell Warden, Iron Knight, Magic Knight, Stone Stomper

- **Angelic Knight:** The Angelic Knights are a transformational order that attempts to live by the precepts of the upper planes. An Angelic Knight gains wings that allow him to fly at double his normal speed with perfect manoeuvrability. Also an Angelic Knight benefits from Protection from Evil at all times.
- **Bane Knight:** The Bane Knights stand for running around burning the countryside with extreme burning. Bane Knights are immune to Fire and do not have to breathe. In addition, a Bane Knight may set any unattended object on fire with a Swift Action at up to Medium Range, and gains the *Fire Bolts* class feature of the Red Mage at 4d6.
- **Chaos Knight:** Chaos Knights stand for madness and Giant Frog. With the powers of Giant Frog, they can Giant Frog. Also their natural armour bonus increases by +5 and they are immune to sleep effects.
- **Death Knight:** Death Knights, clad in the bones of their victims, stand for increasing the strength of the dead by adding to its number and subtracting from the number of the living. They *double* the Enhancement bonus on any armour or weapons they use that are made from dead things (hide, leather, bone), and are healed by Negative Energy as though Undead.
- **Eternal Knight:** Swearing eternal fealty to their lords, Eternal Knights never sway from their loyalty and will always serve their masters. The Eternal Knights may ignore his Code of Conduct *on orders of his master* with no penalty, and while his master lives, the Knight does not age, and is immune to Poison, Disease and [Mind Affecting] effects.
- **Great Knight:** Clad in opulent armour, the Great Knight cares only for his own power. The Great Knight gains a +4 bonus on Disarm or Sunder tests, and gains a +4 Profane bonus to his Strength.
- **Hell Knight:** Forged in the sulphurous clouds of the very worst Netherworlds, the Hell Knight is bathed in an evil radiance. In addition to being granted a ceremonial magic weapon made of green steel, a Hell Knight gains the coveted See In Darkness ability of the Baatorians. Also, he has an inherent ability to know what every creature within 60' of him finds most repugnant.
- **Prinny Knight:** Hoping to get out of basic Prinny duties, some will take this role on – either as Prinnies, or those who feel their sins will result in them becoming Prinnies after death. Prinny Knights may elect whether to have Death Throes (if a Prinny, they can choose not to have it happen, if not a Prinny, they can choose to have this ability), and this decision is made at the moment of death. Furthermore, a Prinny Knight can be healed with a Craft check and does *not* have the [Dood] subtype.
- **Space Knight:** The Space Knights are all warriors who seem to actually travel through space and the planes, being heroic defenders of all sorts of things and often utilising magic. The Space Knight suffers no ill effects from planar traits, nor from being *in space*, and has an actual Fly speed (Average) equal to his regular movement speed. Also, the space radiation gives him a +2 Sacred bonus to Intelligence and Charisma for some reason, and he gains the *Coldfire* ability of the Blue Mage at 4d6.

THE MONK

"I can't help it, I was just born this cool"

The Monk is a class for people who like to avoid getting hit by pesky Touch Attacks, move quickly, excel in unarmed combat and generally smack people around. By using a variety of styles, they are able to change the way they play on a round-to-round basis, utilising Save-or-Lose effects and shutting enemy options down.

Alignment: the Monk can seriously be any Alignment.

Starting Funds: 50 Hell

Starting Age: as Monk (PHB)

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

Monks are proficient with their own Natural Weapons and Unarmed Attacks, with Simple weapons, and with all weapons specially defined as "Monk" weapons such as the sai, nunchaku, kama, shuriken and triple-staff.

Monks are not proficient with Armour or Shields of any kind.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+1	+2	+2	+2	Armoured In Life, Fatal Strike, Willow Leap Fighting Style
2	+2	+3	+3	+3	Rain of Flowers, Abundant Leap
3	+3	+3	+3	+3	Fighting Style
4	+4	+4	+4	+4	Diamond Soul
5	+5	+4	+4	+4	Fighting Style
6	+6/+1	+5	+5	+5	Walk of a Thousand Steps
7	+7/+2	+5	+5	+5	Fighting Style
8	+8/+3	+6	+6	+6	Immaculate Diamond Soul
9	+9/+4	+6	+6	+6	Master Fighting Style
10	+10/+5	+7	+7	+7	Leap of the Clouds
11	+11/+6/+6	+7	+7	+7	Master Fighting Style
12	+12/+7/+7	+8	+8	+8	Master of the Four Winds
13	+13/+8/+8	+8	+8	+8	Master Fighting Style
14	+14/+9/+9	+9	+9	+9	Master of the Four Seasons
15	+15/+10/+10	+9	+9	+9	Grand Master Fighting Style
16	+16/+11/+11/+11	+10	+10	+10	Master of Diamond Soul
17	+17/+12/+12/+12	+10	+10	+10	Grand Master Fighting Style
18	+18/+13/+13/+13	+11	+11	+11	Perfect Mastery
19	+19/+14/+14/+14	+11	+11	+11	Grand Master Fighting Style
20	+20/+15/+15/+15	+12	+12	+12	Grand Master of Flowers

Armoured in Life (Su): A Monk has a special Armour bonus whenever he is not using armour or shields that he is not proficient in. This Armour Bonus applies against Touch Attacks and Incorporeal Touch Attacks, and has a value of +4. Every even numbered class level, the Armoured in Life bonus increases by 1. If the Monk wears armour which he is proficient in (for example: normal clothing) that has an enhancement bonus, that enhancement bonus applies to his Armoured in Life Armour Bonus.

Willow Step (Su): A true monk does not seek to outrun the fist, but to anticipate it. If a Monk would be allowed to add his Dexterity modifier to a Reflex Save or Armour Class, he may add his Wisdom bonus (if positive) instead.

Fatal Strike (Su): A Monk has a natural weapon Slam in addition to whatever else he is capable of doing. As a natural slam attack, if he uses no other natural or manufactured weapons he adds his Strength and a half to damage and may make iterative attacks if he has sufficient BAB. If the slam is used with other weaponry, it becomes a secondary natural attack, suffers a -5 penalty to-hit, and adds only half his Strength modifier to damage. A monk's slam attack does a base of 1d8 damage for a medium sized monk and does more or less damage as appropriate if the Monk is larger or smaller than medium size.

Fighting Style (Su): At levels 1, 3, 5, and 7, the Monk learns a Fighting Style. Each Fighting style requires a Swift Action to activate, lasts one round, and is usable at will. Each Fighting Style must have a name (see Naming Your Fighting Style below), and provides two bonuses from the Fighting Style Abilities:

Fighting Style Abilities

- While Active, your Fighting Style provides a +4 Dodge Bonus to AC.
- While Active, your Fighting Style provides a +4 Dodge Bonus to Saving Throws.
- While Active, your Fighting Style forces any opponent struck by your slam attack to make a Fortitude Save (DC 10 + $\frac{1}{2}$ your character level + your Wisdom Modifier) or become *stunned* for one round.
- While Active, your Fighting Style allows you to make an attack of opportunity against any opponent who attacks you. This attack of opportunity must be a trip or disarm attempt.
- While Active, your Fighting Style provides you with concealment.
- While Active, your Fighting Style provides a +30' Insight Bonus to your movement rate.
- While Active, your Fighting Style allows your slam attacks to ignore hardness and DR.
- While Active, your Fighting Style provides any bonuses it gives to your slam attack to any attack you make with any weapon.
- While Active, your Fighting Style causes your slam attack to inflict piercing damage and to inflict 2 points of Constitution damage.
- While Active, your Fighting Style causes your slam attack to inflict slashing damage and to reduce your opponent's movement rate by 10' every time they suffer damage from it. This movement rate reduction can be healed like ability damage (treating 5' of movement as 1 point of ability damage).
- While Active, your Fighting Style allows you to move through occupied spaces as if they were unoccupied and you provoke no attacks of opportunity for your movement.

Rain of Flowers (Su): Any time a 2nd level Monk inflicts lethal damage, he may elect to inflict non-lethal damage instead. Any time a Monk inflicts non-lethal damage, he may elect to inflict lethal damage instead.

Abundant Leap (Su): At 2nd level, a Monk's ability to jump is unbounded by his height. In addition, the DC for any jump check is divided by two.

Diamond Soul (Su): At 4th level, the Monk gains Spell Resistance equal to 5 + his character level. At 8th level, his soul becomes immaculate and his Spell Resistance improves to 10 + character level, and at 16th level he masters his diamond soul and his spell resistance improves to 15 + character level.

Walk of a Thousand Steps: Once per day, a Monk of sixth level or higher may activate a Fighting Style and extend its duration to 1 round/level rather than 1 round. Activating this Fighting Style is still a Swift Action. Other Fighting Styles may be activated during this period, though their duration is normally going to be only 1 round.

Master Fighting Style (Su): At levels 9, 11, and 13, the Monk learns a *Master Fighting Style*. Each Master Fighting style requires a Swift Action to activate, lasts one round, and is usable at will. Each Master Fighting Style must have a name (see Naming Your Fighting Style below), and provides two bonuses from the Master Fighting Style Abilities. When a Monk gains a new Master Fighting Style, he may replace one of his Fighting Styles with a different Fighting Style.

Master Fighting Style Abilities:

- While Active, your Master Fighting Style allows you to teleport yourself and everything you are physically carrying 60 feet in any direction as a free action usable once per round.
- While Active, your Master Fighting Style provides total concealment.
- While Active, your Master Fighting Style transforms your slam attacks into Force effects that inflict Force damage.
- While Active, your Master Fighting Style affects any creature struck with your slam attack with a *banishment* effect that transports it back to its home plane unless it succeeds at a Will save (DC 10 + $\frac{1}{2}$ character level + Wisdom Modifier). Outsiders suffer a -4 penalty to their saving throw. A creature so banished, may not return to the plane it was banished from for a year.
- While Active, your Master Fighting Style forces any creature struck by your slam attack to make a Reflex Save (DC 10 + $\frac{1}{2}$ character level + Wisdom Modifier) or be *helpless* for one round.
- While Active, your Master Fighting Style provides you the effect of an *air walk* spell, and gives you a +20' Competence bonus to your speed.
- While Active, your Master Fighting Style affects any opponent you successfully trip or bullrush with the violent thrust version of *telekinesis*, with a caster level equal to your character level. There is no saving throw against this effect.
- While Active, your Master Fighting Style allows you to shoot fire out of your hands or mouth as a standard action. The fire can be shot out to medium range, requires a ranged touch attack, and inflicts 1d6 of fire damage per character level if it hits.
- While Active, your Master Fighting Style causes your slam attack to inflict vile damage.
- While Active, your Master Fighting Style forces every creature within 10 feet of you to make a Will save (DC 10 + $\frac{1}{2}$ character level + Wisdom Modifier) or become *panicked* for one minute.
- While Active, your Master Fighting Style affects any target you strike with your slam attack with a targeted version *greater dispelling* with a caster level equal to your character level.
- While Active, your Master Fighting Style causes 5d6 of Sonic damage to everything within 30 feet of you when you inflict damage with your slam attack against any target. You are immune to Sonic damage while your Master Fighting Style is active.
- Instead of gaining a Master Fighting Style Ability, you may choose two regular Fighting Style Abilities.

Leap of the Clouds (Su): At 10th level, the DC for any jump check is divided by 5.

Master of the Four Winds (Su): The Monk's breath of life is carried on the winds of fate. At 12th level, if the monk is restored to life, he doesn't lose a level for doing so.

Master of the Four Seasons: Time passes relentlessly in the world, but for a monk of 14th level, the change of seasons is as no change at all. He no longer appears to age, never accumulates any additional penalties for growing older and will never die of old age.

Grand Master Fighting Style (Su): At levels 15, 17, and 19, the Monk learns a *Grand Master Fighting Style*. Each Grand Master Fighting style requires a Swift Action to activate, lasts one round, and is usable at will. Each Grand Master Fighting Style must have a name (see Naming Your Fighting Style below), and provides two bonuses from the Grand Master Fighting Style Abilities. When a Monk gains a new Grand Master Fighting Style, he may replace one of his Fighting Styles or Master Fighting Style with a different Style of the same type.

Grand Master Fighting Style Abilities:

- While Active, your Grand Master Fighting Style makes you and everything you are carrying *incorporeal*, your slam attacks are incorporeal touch attacks.
- While Active, your Grand Master Fighting Style slows down time to the point where you can act twice each round, you do not gain an extra Swift Action during your extra actions.
- While Active, your Grand Master Fighting Style allows you to punch a hole through space and time, allowing you to open a travel version of *gate* with a slam attack.
- While Active, your Grand Master Fighting Style prevents all [Teleport] effects from entering or exiting within 1 mile of your location.
- While Active, your Grand Master Fighting Style causes your slam attacks to reduce the spell resistance of enemies by an equal amount to the damage the slam attack inflicts.
- While Active, your Grand Master Fighting Style forces every creature struck with your slam attack to make a Fortitude save (DC 10 + $\frac{1}{2}$ character level + Wisdom Modifier) or die.
- While Active, your Grand Master Fighting Style affects any target you strike with your slam attack with a *disintegrate* effect, with a caster level equal to your character level (DC 10 + $\frac{1}{2}$ character level + Wisdom Modifier).
- While Active, your Grand Master Fighting Style causes you to regenerate. You recover a number of points of nonlethal damage each round equal to your character level. Unarmed or Slam attacks inflict regular damage.
- While Active, your Grand Master Fighting Style forces any opponent you strike with your slam attack to make a Willpower save (DC 10 + $\frac{1}{2}$ character level + Wisdom Modifier) or become *feeble minded*.
- While Active, your Grand Master Fighting Style affects every target you strike with a slam attack with the violent thrust version of *telekinesis*, with a caster level equal to your character level. There is no saving throw against this effect.
- Instead of gaining a Grand Master Fighting Style Ability, you may choose two Master Fighting Style Abilities.

Perfect Mastery: Once per day, a Monk of 18th level or higher may activate a Fighting Style, Master Fighting Style, or Grand Master Fighting Style and extend its duration to 1 round/level rather than 1 round. Activating this style is still a Swift Action. Other styles may be activated during this period, though their duration is normally going to be only 1 round

Grand Master of Flowers: At 20th level, the Monk becomes an Outsider, and immortal of legend. He gains the augmented subtype of his previous type, and has Damage Reduction of 20/Epic.

Naming your Fighting Style: Roll a d10, or choose an adjective, an animal, and a noun:

Adjective Chart:

1. Running
2. Hungry
3. Angry
4. Naked
5. Drunken
6. Fortunate
7. Lazy
8. Swift
9. Powerful
10. Enlightened

Animal Chart:

1. Ox
2. Tiger
3. Dragon
4. Crane
5. Monkey
6. Turtle
7. Manticore
8. Serpent
9. Hummingbird
10. Demon

Noun Chart:

1. Fist
2. Stance
3. Spinning Kick
4. Attack
5. Technique
6. Style
7. Dance
8. Movement
9. Touch
10. Fu

Note from the authors: Feel free to add any adjectives, animals, or nouns that you want. There's no reason that your character's fighting style has to be called "Naked Tiger Stance" rather than "Astonished Centaur Defense".

Disgaea classes this represents:

Brawler, Masked Hero, Monk, Sinner

Recommended Prestige Classes:

Angry Cat, Aristocratic Demon, Defender of the Earth, Hero!, Sinner

THE NINJA

“I’m like one of those ninja assassins from an anime! Nin-nin!”

The Ninja is the legendary stealth assassin clad in black... or not. Many actually wear bright orange and tell everyone about their being a ninja, these days. It can’t be helped. Anyway, the Ninja is much like a Monk, but with less emphasis on swapping stances every round, and more emphasis on adding Intelligence to various numbers and activating magical powers related to stealth and status ailments.

Alignment: the Ninja can be any Alignment.

Starting Funds: 100 Hell

Starting Age: as Rogue (PHB)

Hit Die: d6

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

The Ninja is proficient with all Simple and Martial weapons, and any two Exotic weapons of the player’s choice.

Ninja are not proficient with Armour or Shields of any kind.

A note on Standard Attacks:

A “Standard Attack” is simply an attack made as a Standard Action.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Jutsu Points
1	+1	+0	+2	+2	Armoured in Life, Surprise!, Jutsu Use, Too Fast By Half	1
2	+2	+0	+3	+3	Wall Jump, Ninja’d	2
3	+3	+1	+3	+3	Invisible, Speed of Thought	2
4	+4	+1	+4	+4	Dark Stalker, Seductive Gaze	3
5	+5	+1	+4	+4	Master of Disguise, Mystic Art	3
6	+6/+1	+2	+5	+5	Double-Jump, Scuttler	3
7	+7/+2	+2	+5	+5	Anti-Noise Aura	4
8	+8/+3	+2	+6	+6	Log Trick, Go Ninja Go Ninja Go!	4
9	+9/+4	+3	+6	+6	Master of Escape, Flying Kick	4
10	+10/+5	+3	+7	+7	Mystic Art, Close Combat	4
11	+11/+6/+6	+3	+7	+7	Shadow Arts I: Veil of Shades	5
12	+12/+7/+7	+4	+8	+8	Too Fast by Three Quarters	5
13	+13/+8/+8	+4	+8	+8	Spirit Blade	5
14	+14/+9/+9	+4	+9	+9	Perfect Disguise	5
15	+15/+10/+10	+5	+9	+9	Mystic Art, Perpetual Distraction	5
16	+16/+11/+11/+11	+5	+10	+10	Opportunistic Strike	6
17	+17/+12/+12/+12	+5	+10	+10	Murder Punch	6
18	+18/+13/+13/+13	+6	+11	+11	Me First!	6
19	+19/+14/+14/+14	+6	+11	+11	Shadow Arts II: Nightmare Realm	6
20	+20/+15/+15/+15	+6	+12	+12	Mystic Art, Fully Too Fast, Clan Master	6

Jutsu Use (Su): as she gains levels, the Ninja gains a number of Jutsu Points. With a Free action, these Jutsu Points can be assigned to different things, but once assigned, they are stuck that way until a minute is spent meditating, which reallocates all points to "unspent". Jutsu Points can be allocated to any of the following, adding her Int modifier as an Insight bonus:

- Attack rolls
- Damage rolls
- Saving throws
- Spell resistance (must possess it already)
- Fast Healing (must possess it already)
- Dexterity-based Skill checks
- Charisma-based skill checks
- Wisdom-based skill checks
- Strength-based skill checks
- Constitution Score
- All Energy Resistances (must already possess at least one type)
- Total Damage Reduction (in any instance, after adding various types. If none apply, treat this alone as /-)

Alternately, a Jutsu Point can be "spent" (unusable until renewed through the minute of meditation) to regain a daily use of a Spell-like Ability gained from the Ninja Class or to re-roll Initiative.

Armoured In Life (Su): as long as she is not using armour or a shield that she is not proficient with, the Ninja gains a special Armour bonus. This Armour bonus even applies against Touch Attacks and Incorporeal Touch Attacks, and has a value of +4. Every two levels, it increases by +1. If wearing armour she is proficient with, she may add its Enhancement bonus to this.

If the Ninja has levels of Monk, then Ninja levels count as Monk levels for the purpose of determining the size of the bonus.

Surprise (Ex): the Ninja is good at taking advantage of unprepared foes. She has the Edge against any enemy who is denied their Dexterity bonus to Armour Class, and once per turn may make an Attack of Opportunity against one such foe just because. This will stack with feats and similar that grant the ability, allowing for multiple Attacks of Opportunity per round against flat-footed foes.

Too Fast By Half (Ex): the Ninja multiplies her Base Speed by 1.5 whenever she is not using armour or a shield she is not proficient with.

Wall Jump (Ex): at second level, the Ninja can use her jumping skills to bounce off walls, and to slide down them as well. This prevents her from suffering falling damage when adjacent to a wall, and allows her to halve any Jump DC if she starts the jump adjacent to a wall. If effectively flanked by two adjacent walls, she gains a Climb speed equal to her land speed.

Ninja'd (Ex): Ninja always seize the initiative at the last moment, before others can react. At second level, if there is no Surprise Round for a given combat, the Ninja gains her own Surprise Round. If there *is* a Surprise Round, the Ninja automatically is able to act in it. The Ninja can only access this ability if she possesses more levels of Ninja than any other class.

Invisible (Su): the third level Ninja may become Invisible at will, as per the spell *Invisibility*.

Speed of Thought (Ex): the third level Ninja moves so fast she gets speed lines when she runs. She may add her Intelligence bonus to her Initiative, and to all Trip, Bulrush, Disarm and Grapple attempts against foes who are denied their Dexterity bonus to Armour Class.

Dark Stalker (Ex): at level four, the Ninja can see and hear Incorporeal and Ethereal creatures normally, as if they lacked those traits, so they must make Hide and Move Silently checks if they want to sneak up on her.

Seductive Gaze (Su): the level four Ninja gains a Gaze attack out to 30' that causes targets who fail a Will Save (Intelligence-based) to become Fascinated until attacked or until they lose sight of the Ninja. By spending a Jutsu Point (making it unavailable until regained through meditation) she can add a *Suggestion* effect to a creature affected by the Gaze, though they are allowed a separate save against this effect (same DC).

Master of Disguise (Su): with a DC 15 Disguise check, a fifth-level Ninja can replicate a *Disguise Self* effect. With a DC 20 Disguise check, she can replicate an *Alter Self* effect.

Mystic Art: at level five, and every five levels thereafter, the Ninja gains a special Mystic Art that can be selected from the following list. Some have minimum level requirements:

- **Vital Strike (Ex):** once per round, when the Ninja strikes a foe who is denied their Dexterity bonus to Armour Class, the foe must make a Fortitude Save (Intelligence-based) or be Nauseated for 1 round
- **Summon Mist (Sp):** each use of this ability requires spending a Jutsu point
- **Hold Monster (Sp):** each use of this ability requires spending a Jutsu point. Furthermore, passing the save still results in suffering 5d6 non-lethal damage and taking a -3 penalty to Will saves for 1 round. The Save DC is Intelligence-based.
- **Kagenui (Ex):** with a Standard attack, the Ninja forces a successfully hit opponent to attempt a Fort Save (Intelligence-based) or be Anchored in place for 3 rounds.
- **Mafuujin (Su):** with a Standard attack, the Ninja forces a successfully hit opponent to attempt a Will Save (Intelligence-based) or be Confused for 1 minute. She may elect for this attack to deal Non-lethal damage at no penalty.
- **Flight (Su):** this requires a Jutsu Point be assigned to flying - doing so grants a Fly speed of 30' (Average), +5' per level. Minimum level 10.
- **Not Visible (Su):** this requires a Jutsu Point be assigned to not being visible - doing so grants Improved Invisibility that cannot be beaten by True Seeing or See Invisible, only by Invisibility Purge or fantastic Spot checks. Minimum level 10.
- **Magic Focus (Su):** by spending a Jutsu Point, the Ninja regains a Daily or Hourly use of a Spell-like Ability from any source she has. Minimum level 10.
- **Shini Kaze (Ex):** with a Standard attack, the Ninja forces a successfully hit opponent to make a Fort Save (Intelligence-based) or be Poisoned (2d6 Con/2d6 Con). Minimum level 10.
- **Tougenkyo (Su):** with a Standard attack, the Ninja forces a successfully hit opponent to attempt a Fort Save (Intelligence-based) or be Blinded and Cursed (ability score penalty) for 1 minute. Minimum level 10.
- **Devil Ghost Body (Su):** a Jutsu point may be assigned to Armour Class, adding the Ninja's Intelligence bonus as an Insight bonus to it. Minimum level 10.
- **Spell Stowaway (Su):** any time someone within 30' casts a spell on themselves or on a target within 30' of the Ninja, the Ninja, after attempting to identify the spell, may choose to also be affected by it, spending an Immediate action to do so. Minimum level 15.

- **Secret Bedroom Technique! (Ex):** sexual encounters with the Ninja always result in "a pleasant time for all involved", and thus needn't be played out. Additionally, with an hour of preparation (10 minutes with a DC 15 Craft: Alchemy check), she may produce one dose of aphrodisiac/narcotic dust - inhaling or ingesting it results in either a *Lullaby*, *Charm Monster* or *Good Hope* effect (chosen by the Ninja at the time of crafting), with a DC of 10 + half the Ninja's character level + the Ninja's Intelligence modifier. Minimum level 15.
- **Disregard Me (Su):** this requires a Jutsu Point be assigned to it, resulting in the Ninja being impossible to detect with Divinations unless she wants to be detected by them, and she never provokes Attacks of Opportunity while benefiting from it. Enemies can't even use readied actions against her. However abilities which allow Attacks of Opportunity to be made even against people who don't provoke them, or that force people to provoke, still work. Minimum level 15.
- **Min Min Min (Su):** with a Standard attack, the Ninja forces a successfully hit opponent to attempt a Fort Save (Intelligence-based) or fall Asleep for 10 minutes. Minimum level 15.
- **You Can't See Me (Su):** this requires a Jutsu Point to be assigned to it. The Ninja may use an Immediate action to cause an attack, spell or effect directed at her to instead target the attacker/originator of the effect. They must continue to use it at full force, with the full bonus they would have used against her, and cannot attempt to redirect the effect or force it to miss or fail. Minimum level 20.
- **Forbidden Technique (Su):** by spending a Jutsu Point, the Ninja can use a Full Round action to force a foe within 30' to attempt a Will Save (Intelligence-based). If they pass, they suffer 2d6 negative levels. If they fail, they are instantly annihilated, and can only be brought back by journeying to the plain their soul is sent to and performing a great quest. Minimum level 20.
- **Harem No Jutsu (Su):** by spending a Jutsu Point, the Ninja bestows a Hold Monster effect on all targets within 50 feet. The save is Intelligence-based, and those who are held three rounds in a row must make a Fortitude Save (same DC) or die, but die happy. Those who pass the initial save are Stunned for 1 round and suffer 5d6 non-lethal damage. Minimum level 20.
- **Yukkikage (Ex):** by spending a Jutsu Point, the Ninja may use one Full Action to get two Full Actions, though these may not further be doubled by this ability. Minimum level 20.

Double-Jump (Ex): the sixth-level Ninja is able to jump while already in the air. The height and length of any Jump she makes may be doubled, at her choice, and she may turn corners and other such things while jumping.

Scuttler (Ex): the level six Ninja is great at moving about in all situations. She may move at regular speed while being stealthy, and does not suffer penalties for difficult terrain.

Anti-Noise Aura (Su): the level seven Ninja is so stealthy that she passes it on to her allies: at will she may radiate a 20' radius Aura of Silence, masking all noises made inside it as though inside a sound-proof dome.

Log Trick (Su): just when you think you have a Ninja, you actually have a log. The Ninja is behind you. At level eight, the Ninja may Dimension Door up to 30' away with an Immediate action, leaving a Mirror Image behind for 4 rounds (or until interacted with). When the image ends, a log appears in its place. This does not work when wearing armour she is not proficient with.

Go Ninja Go Ninja Go (Ex): the eighth-level Ninja may make a Full Round action (or a Standard action and a Move action, or two Move actions) and a Swift action in the Surprise round, as opposed to just one Partial action. This does not apply when wearing armour she is not proficient with.

Master of Escape (Ex): the ninth-level Ninja can never be Pinned down. Any Escape Artist check may be made as a Standard action that does not provoke, and she may make Epic checks at the following DCs: Extremely Tight Space (a chimney, a glass jar, someone's anus) DC 30, Walls of Force DC 40 or Caster Level + 5, whichever is higher. She also gains a +8 bonus to escape a Grapple. None of this applies when wearing armour he is not proficient with.

Flying Kick (Ex): when flying or jumping, the level nine Ninja may make a special charge attack. She moves in a straight line, up to twice her Movement Speed, and makes one attack roll, applying it against everyone in this line. She gains the charge bonus and penalty still, and anyone successfully hit must pass a Fortitude Save (Intelligence-based) or be Dazed for one round. This ability cannot be used while wearing armour she is not proficient with.

Close Combat (Ex): at level ten, the Ninja functions just fine when in a Grapple - she can act normally, even moving - even if Pinned - and is not denied her Dexterity bonus to Armour Class. Furthermore, her opponent *is* denied their Dexterity bonus to Armour Class against her attacks.

Shadow Arts I: Veils of Shades (Sp): at level eleven, the Ninja gains the following Spell-like abilities: *Hallucinatory Terrain* once per day, *Darkness* at will, and *Mirror Image* a number of times per day equal to her Intelligence bonus (minimum 1).

Too Fast by 3/4 (Ex): at level twelve, the Ninja becomes even faster. She may make a Move action as an Immediate action, and makes 10' steps of adjustment instead of 5' steps (unless she only wants to move 5'). With a DC 25 Balance check, she can instead make 15' steps of adjustment.

Spirit Blade (Su): the thirteenth-level Ninja can even cut ghosts. All of her attacks affect Incorporeal and Ethereal creatures as though they lacked those abilities, and ignore Armour and Shield bonuses to Armour Class (but not Natural Armour), as well as all kinds of Damage Reduction.

Perfect Disguise (Su): at level fourteen, the Ninja can Polymorph herself (100% replacing her character sheet with the entry of whatever she is turning into, except with the ability to change back at will) with a DC 35 Disguise check and ten minutes. True Seeing does not trump this.

Perpetual Distraction (Ex): people are always distracted when fighting Ninjas. At level fifteen, the Ninja always counts as flanking any enemy she attacks.

Opportunistic Strike (Ex): at level sixteen, the Ninja is really good at taking advantage of foes who are already hobbled. Falling Prone provokes an Attack of Opportunity against the Ninja, and Prone foes are denied their Dexterity bonus to Armour Class against her.

Murder Punch (Ex): people die when they are killed. All attacks made by a seventeenth-level Ninja ignore Fast Healing and Regeneration - the damage is just there until healed (naturally or by magic), and is very much real damage. Anyone slain by her can only be brought back by a Wish, Miracle, True Resurrection or great journey to the afterlife and personally defeating that realm's Overlord or Underlord or God or whatever.

Me First! (Su): at eighteenth level, the Ninja may, after attempting to identify a spell being cast from within 30', use an Immediate action to automatically steal the effects of it from the original target.

Shadow Arts II: Nightmare Realm (Sp): at level nineteen, the Ninja may cast *Nightmare Terrain* three times per day. Every round, one target of her choice within the Nightmare Terrain area can be targeted with a *Shadow Well* effect (Intelligence-based).

Clan Master (Ex): at level twenty, the Ninja becomes Ageless and Immortal. She needn't eat, drink or sleep, and will never die of old age, appearing to eternally be in the prime of her youth. Bonuses and penalties from age no longer apply, and never will apply.

Fully Too Fast (Su): the twentieth-level Ninja's speed improves from one and a half times the base speed to double the base speed. Additionally, she may *Teleport* at will, that's how fast she moves.

Disgaea classes this represents:

Ninja (both varieties), Thief

Recommended Prestige Classes:

Carnage Princess, Delinquent, Prism Ranger, Supreme Ninja

THE RED MAGE

“Paperwork is annoying, so I just burn all of the forms they send me.”

The Fire Mage is a simple alternative to the more traditional spell casters. Level-appropriate abilities are gained on a regular schedule, and can be used at will, allowing for the class to be played out of the box without needing to master the game to know what choices to make. Most problems can actually be solved with “I set it on fire!”

Alignment: Fire is often Chaotic, but Red Mages don’t have to be. They can be any alignment.

Starting Funds: 210 Hell

Starting Age: as Rogue (PHB)

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Red Mage is proficient with all Simple weapons, the Whip, all Martial Axes and all varieties of Scimitar (including Falchions).

The Red Mage is proficient with Light armour, but not with any Shields.

The Red Mage does not suffer Arcane Spell Failure for armour she is proficient with.

Note that this is a “Short” class, so if the game goes longer than 15 levels, you will need to multiclass

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+2	+2	+2	Fire Resistance, Fire Burst, Fire Bolts, Impress Flames, Fire Magic
2	+1	+3	+3	+3	Ignite
3	+2	+3	+3	+3	Piercing Flames, Hand of Fire
4	+3	+4	+4	+4	Fire Immunity, Smokeless Flame
5	+3	+4	+4	+4	Fireballs
6	+4	+5	+5	+5	Mindfire
7	+5	+5	+5	+5	Visions of Flame
8	+6/+1	+6	+6	+6	Soul of Cinders
9	+6/+1	+6	+6	+6	Sculpt Flames
10	+7/+2	+7	+7	+7	Conflagration
11	+8/+3	+7	+7	+7	Beacon, Firewalk
12	+9/+4	+8	+8	+8	Bonds of Fire
13	+9/+4	+8	+8	+8	Fire Clouds
14	+10/+5	+9	+9	+9	Searing Light, Ray of Light
15	+11/+6/+6	+9	+9	+9	Sending, Rain of Fire

Fire Resistance (Ex): A Red Mage has a Resistance to Fire equal to twice his hit dice.

Fire Burst (Sp): As a standard action, a Red Mage can emit a burst of flame from his body, striking all creatures and objects within 10' of his position except himself. This burst of flames inflicts 1d6 of Fire damage, with a Reflex Save for half (DC 10 + $\frac{1}{2}$ Level + Charisma Modifier).

Fire Bolts (Sp): A Red Mage can throw bolts of fire as an attack action. A Fire Bolt travels out to short range, and inflicts 1d6 of Fire damage per hit die. A Fire Bolt strikes its target with a ranged touch attack.

Impress Flames (Ex): Every time a Red Mage inflicts Fire damage on any target, whether with his class abilities or another source of fire, he inflicts an amount of extra Fire Damage equal to his class level or his Charisma modifier, whichever is less.

Fire Magic (Ex): A Red Mage is considered to have every spell with the Fire Descriptor on his spell list for the purpose of activating magic items.

Ignite (Sp): As a standard action, a 2nd level Red Mage can cause any creature or object to burst into flame. A creature on fire suffers 1d6 of Fire damage per round (the Mage's Impress Flames ability applies to each round of course), and the creature can attempt to put itself out with a Reflex save (Charisma-based DC). This ability can be used out to Medium range, and it always hits.

Piercing Flames (Ex): From 3rd level on, a Red Mage's Fire cuts through Fire Resistance, hardness, and Immunity. No more than $\frac{1}{2}$ of the damage inflicted by his fire damage can be negated by hardness or immunity or resistance to Fire. In addition, the Red Mage ignores the first 5 points of Fire Resistance that a target has.

Hand of Fire (Su): A 3rd level Red Mage can set fire to his own body, causing him to count as armed at all times, even with unarmed attacks. The Red Mage also causes an extra 1d6 of Fire damage with all melee attacks.

Fire Immunity (Ex): A 4th level Fire Mage is immune to Fire.

Smokeless Flame (Sp): A 4th level Red Mage can create fires that produce no heat and do not burn. These fires can be anything from the size of a torch to a bonfire, and produce light accordingly. Each lasts until the next time the sun rises. Smokeless Flame can be created anywhere within Medium range.

Fireballs (Sp): A 5th level Red Mage can hurl explosive fire anywhere within Long Range as a Full Round Action. This Fire explodes into a 20' radius burst and inflicts 1d6 of Fire Damage per hit die. All creatures within the area are entitled to a Reflex save for half damage (Charisma-based).

Mindfire (Sp): A 6th level Red Mage can start a Fire in a creature's mind, duplicating the effects of *Rage* or *Confusion* for a number of minutes equal to his hit dice. The victim must be within Medium Range, and is entitled to a Will Save to negate this effect (DC 10 + $\frac{1}{2}$ Level + Charisma Modifier). This is a [Mind Affecting] [Compulsion] effect.

Visions of Flame (Sp): A 7th level Red Mage can *Contact Other Plane* to communicate with the denizens of the Elemental Plane of Fire. A Red Mage is in no danger of becoming insane or damaged by this experience.

Soul of Cinders (Sp): An 8th level Red Mage has burnt his soul to ash, and is no longer susceptible to Energy Drain or Fear.

Sculpt Flames (Sp): A 9th level Red Mage can create delicate shapes and walls made of fire. The Fire is fully shapeable, but cannot pass through more than 2 squares per level. Any creature passing through a square with fire in it suffers 1d6 of fire damage per level. A creature which is in a square that is being filled with fire is entitled to a Reflex Save (Charisma-based) to move to the nearest non-flaming square as an immediate action. These fires persist for 1 round per level. Alternately, the Red Mage can replicate a *wall of fire* which persists for 1 minute per level.

Conflagration (Sp): At 10th level, a Red Mage can surround himself with a nimbus of flames that extends for 10' in all directions from his person. All other targets in this area suffer a d10 of Fire Damage per level, but are entitled to a Reflex Save for half (Charisma-based). In addition, a Red Mage can cast *Fireshield* at will (Hot Shield only).

Beacon (Sp): An 11th level Red Mage can create a magically permanent bonfire as a standard action. He always knows exactly where each Beacon he has created is and will know if it is put out by any means.

Firewalk (Sp): At 11th level a Red Mage can walk into any fire large enough to fit his person and appear in any other fire that is likewise of sufficient size anywhere on any plane of existence. The Red Mage must know where the target fire is. The Red Mage can take any number of willing creatures or carried objects that are also able to fit in both flames.

Bonds of Fire (Sp): A 12th level Red Mage can craft solid fire and entrap a victim in it. The bonds will Immobilize a creature which fails a Reflex Save (Charisma-based), and will *Entangle* the creature unless it succeeds in its save by more than 5. A creature can attempt to escape by taking a Full round action to make a Strength or Escape Artist test with a DC equal to the Use Rope Skill Result of the Red Mage. The victim suffers 20 points of Fire Damage per round, and the bonds of fire last until the victim escapes or the Red Mage dismisses them.

Fire Clouds (Sp): As a Full Round Action, a 13th level Red Mage can create huge billowing clouds of Fire. The Fire Clouds must be created within Long range, and persist for 3 rounds whether they are still in range or not. The cloud is shapeable, and covers at most 3 10' cubes per hit die. Each round, everyone and everything inside the cloud suffers 1d6 of Fire damage per hit die, but is entitled to a Reflex save for half damage (Charisma-based).

Searing Light (Sp): A 14th level Red Mage can call levels of illumination that are painful and destructive as the unmitigated baleful glare of the sun itself. All darkness within 5 miles is dispelled, and everything is illuminated. All undead suffer a 10 points of damage per round. All creatures specifically vulnerable to light suffer 10 damage per round (thus, vampires suffer 20 damage per round). All creatures are *Dazzled*. Creatures must pass a Fortitude save (Charisma-based) every minute or become *Blind* for the remainder of the effect. Creatures that are blinded when the effect ends are entitled to another Fort save to get their vision back, but if they fail this save the blinding is permanent. This effect lasts until the Red Mage dismisses it or he is incapacitated.

Ray of Light (Sp): As an attack action, a 14th level Red Mage can fire a ray of Light at any target within Short Range. It inflicts 1d6 of Light Damage per hit die if it hits with a Ranged Touch Attack. Undead take 10 extra damage. Creatures specifically vulnerable to Light suffer an additional 10 damage.

Sending (Sp): A 15th level Red Mage can send a message, as the *sending* spell to any creature on any plane of existence with a standard action and receive a reply even if they are on different planes of existence.

Rain of Fire (Sp): At 15th level, the Red Mage can open the skies and dump raw inferno upon all who would oppose him. The fires inflict 1d6 of Fire Damage per hit die, and victims are permitted a Reflex save for half (Charisma-based). The Red Mage chooses which squares are struck with fire, and the only limits to how many squares can burn is how many squares the Red Mage can see. There are no range limits to this power save line of sight.

Disgaea classes this represents:

Magician, Red Mage, Red Skull, Witch

Recommended Prestige Classes:

Eternal Flame, Magic Knight, Pretty Princess, Prism Mage, Sizzler

THE SAMURAI

“I studied iaijutsu so I could do the cool thing where I cut people in half without unsheathing.”

The Samurai is a fun class for iaijutsuing people in half – and I bet you didn’t think “iaijutsuing” was a word. They specialise in scoring critical hits just because they feel like it, and in making many attacks of opportunity. The Samurai can be great for whirlwinding through groups of weaker enemies, but also for unleashing flurries of multiple slices against single targets.

Alignment: the Samurai doesn’t actually *have* to be Lawful, but many are.

Starting Funds: 140 Hell, plus one Masterwork weapon

Starting Age: as Fighter (PHB)

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

Samurai are proficient with all Simple and Martial weapons, along with a single Exotic weapon appropriate to their tradition.

Samurai are proficient with Light and Medium armour, but not with Shields.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+1	+0	+0	+2	Pledge of Loyalty, Ancestral Weaponry
2	+2	+0	+0	+3	Horde Breaker
3	+3	+1	+1	+3	Kiai!
4	+4	+1	+1	+4	Whirlwind Attack
5	+5	+1	+1	+4	Ancestral Guidance
6	+6/+1	+2	+2	+5	Blindfighting, Terrible Blows
7	+7/+2	+2	+2	+5	Iaijutsu
8	+8/+3	+2	+2	+6	Parry Magic
9	+9/+4	+3	+3	+6	Subtle Cut
10	+10/+5	+3	+3	+7	Blade of Devastation
11	+11/+6/+6	+3	+3	+7	Iaijutsu Focus
12	+12/+7/+7	+4	+4	+8	Cut Magic
13	+13/+8/+8	+4	+4	+8	Deny Arcane Defences
14	+14/+9/+9	+4	+4	+9	Final Cut
15	+15/+10/+10	+5	+5	+9	Iaijutsu Master
16	+16/+11/+11/+11	+5	+5	+10	Reflect Magic
17	+17/+12/+12/+12	+5	+5	+10	Blade of Souls
18	+18/+13/+13/+13	+6	+6	+11	Deny Armour
19	+19/+14/+14/+14	+6	+6	+11	Iaijutsu Grandmaster
20	+20/+15/+15/+15	+6	+6	+12	Scrolls of Wisdom

Ancestral Weaponry: Every culture with a Samurai tradition has a signature weapon that Samurai from that culture use. A samurai can only have one weapon designated as his Ancestral Weapon at a time, and this weapon must be a masterwork weapon exalted by the Samurai's warrior culture. He must perform a 24 hour ritual to call his ancestral spirits into the weapon and designate it as his Ancestral Weapon.

This ritual costs 100 Hell in incense and offerings, and once performed grants the following abilities:

- Counts as his Ancestral Weapon for all Samurai abilities.
- Has a minimum enhancement bonus to attack and damage equal to his level divided by three (round up), but only in his hands
- The Ancestral weapon has double HPs and +10 Hardness, and has the Ghost Touch special property.

Anyone can just pick the Bastard Sword as their Ancestral Weapon, but there is also a list by race at the end of this class description.

Pledge of Loyalty: Samurai pledge their loyalty to a Lord, a figure of temporal power and head of a noble family or clan. To retain this Lord, they must follow this Lord's orders and uphold any Code of Conduct the Lord obeys. As long as a Samurai does these two things, he cannot be forced to act against his Lord or Lord's family by mind-affecting effects.

Samurai who have broken their vows to their lord are called ronin, while samurai who have never been pledged to a lord or are unwilling to do so are weaponmasters called kensai, sword saints, or simply "master swordsman" or other descriptive title. Regardless of their name, Samurai without a Lord receive a +4 bonus against mind-affecting effects.

Horde Breaker: A Samurai gains Horde Breaker as a bonus feat at 2nd level. If the Samurai already has this feat, he may choose a [Combat] Feat instead, but only if he meets the prerequisites of that feat.

Kiai! (Ex): At 3rd level, a Samurai may convert a successful strike into a confirmed critical hit. He may use this ability a number of times per day equal to his half his Samurai level +2. This ability is a free action that is declared after the strike is rolled and confirmed as a hit, but before damage is rolled. This ability cannot be used on Attacks of Opportunity.

Whirlwind Attack: A Samurai gains Whirlwind Attack as a bonus feat at 4th level.

Ancestral Guidance(Sp): At 5th level, a Samurai may seek guidance from his ancestors. This counts as a *Commune* effect that can be used once a day. A samurai can also seek guidance from other peoples' ancestors if they are available. This works like a *Speak With Dead* effect that may be used once per day.

Blindfighting: A Samurai gains Blindfighting as a bonus feat at 6th level. If the Samurai already has this feat, he may choose a [Combat] Feat instead, but only if he meets the prerequisites of that feat.

Terrible Blows (Su): At 6th level, a Samurai's Ancestral Weapon bypasses Damage Reduction and ignores Hardness.

Iaijutsu (Ex): When a 7th level Samurai has the Edge on an opponent, he may take an attack of opportunity against that opponent as an immediate action at any time.

Parry Magic (Su): At 8th level, a Samurai may use his Ancestral Weapon to parry magic targeted at him. When the Samurai is targeted by a spell or supernatural ability, he may take an Attack of Opportunity against the targeted effect. If he can make an attack roll against an AC equal to the spell or effect's DC with this Attack of Opportunity, the effect does not affect him. If the effect has no DC, then use what the DC *would* be if it *did* have one (10 + half HD + some ability mod, generally).

Subtle Cut: A Samurai gains Subtle Cut as a bonus feat at 9th level. If the Samurai already has this feat, he may choose another [Combat] Feat instead, but only if he meets the prerequisites of that feat.

Blade of Devastation (Su): At 10th level, the Samurai may attack enemies within his reach through objects and walls, his Ancestral Weapon automatically destroying any unattended object or wall in the way with a Hardness less than 20. As a result, enemies do not gain cover bonuses against an attacking Samurai. This effect can also pierce [force] effects. As a standard action, he can also destroy unattended objects of any Hardness with a successful Ancestral weapon attack, or dispel up to a 10' by 10' section of a [force] effect.

Iaijutsu Focus (Ex): At 11th level, a Samurai may make up to his per round limit of Attacks of Opportunity against any opponent(s) that he threatens as an immediate action.

Cut Magic (Su): At 12th level, a Samurai may attack ongoing spell effects by attacking the square they are in for Area of Effect effects or the object or person for targeted effects (which does damage as normal to the object or person). This attack is handled like the Samurai's Parry Magic ability, but it only dispels a 10' by 10' section of an Area of Effect spell or spell-like ability.

Deny Caster Defenses (Ex): At 13th level, a Samurai attacking with his Ancestral Weapon ignores any AC bonuses on his targets that come from spells or spell-like abilities – even things like Size bonuses from Reduce Person/Polymorph.

Final Cut (Ex): At 14th level, a Samurai's Ancestral Weapon gains the Vorpal Special quality, even if it is not a slashing weapon.

Iaijutsu Master (Ex) : At 15th level, any enemy struck by a Samurai's Attacks of Opportunity must make a Fortitude save against a DC equal to 10 + half the Samurai's HD + the Samurai's Wisdom bonus or be dazed for one round. A successful save against this effect makes the enemy immune to this effect for five rounds.

Reflect Magic (Su) : At 16th level, an spell effect that would be dispelled by a successful use of the Samurai's Parry Magic ability can instead be reflected back on the caster, as per a *spell turning* effect.

Blade of Souls (Su): At 17th level, any enemy killed by a Samurai's Ancestral Weapon has his soul sucked into it, and this enemy cannot be raised, resurrected, or otherwise returned to life until the Ancestral Blade is broken. Each time the Ancestral Weapon takes a soul, the Samurai gains a single bonus use of his Kiai! ability that must be used before the next sunrise.

Deny Armor(Su): At 18th level, a Samurai attacking with his Ancestral Weapon ignores any AC bonuses on his targets that come from armor or natural armor.

Iaijutsu Grandmaster (Ex): At 19th level, any Attack of opportunity made by the Samurai is automatically a confirmed critical hit.

Scrolls of Wisdom: At 20th level, the Samurai has reached the pinnacle of his art, and he may compose a treatise of his collected wisdom. If he spends one month composing this treatise, he may distribute it and spread his wisdom. Anyone who reads this treatise gains a +2 competence bonus to attack characters with Samurai levels, but a -8 penalty to attack the writer of the treatise. In addition, a Samurai who writes his treatise no longer takes ability penalties for aging as long as one copy of the treatise exists.

Traditional Ancestral Weapons By Race:

Race:	Weapon:
Alraune	Spiked Chain
Android	Bastard Sword
Angel	Halberd
Efreeti	Falchion
Empusa	Whip
Galactic Demon	Great Spear
Gargoyle	Morning Star
Ghost	Flail
Human	Bastard Sword
Marionette	Nunchaku
Mothman	Rapier
Nekomata	Tiger Claw
Orc	Great Axe
Pump Kin	Scythe
Vampire	Dire Syringe

Disgaea classes this represents:

Fighter, Ninja, Samurai

Recommended Prestige Classes:

Delinquent, Hero!, Item God, Storm Blade

THE STAR MAGE

“The great Overlord of the cosmos sees all... he doesn’t like what he sees...”

The Star Mage is another simple class that exists as an alternative to traditional casters. They use the mysterious power of “Star” to hurt things, and are in tune with strange, otherworldly forces. Less attached to reality than most, they nevertheless have strange powers that can be quite handy for killing and debilitating foes.

Alignment: Star Mages can be of any alignment.

Starting Funds: 125 Hell

Starting Age: as Wizard (PHB)

Hit Die: d6

Skill Points: 2 + Intelligence Bonus

Weapon and Armour Proficiency:

The Star Mage is proficient with all Simple weapons.

The Star Mage is not proficient with any Armour or Shields.

The Star Mage does not suffer Arcane Spell Failure for armour she is proficient with.

Note that this is a “Short” class, so if the game goes longer than 15 levels, you will need to multiclass

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+0	+0	+2	Baleful Glare, Light, Star Magic, Ray of Light
2	+1	+0	+0	+3	Attune Form, Armour Break, Day Break
3	+1	+1	+1	+3	Searing Light, Dimension Hop
4	+2	+1	+1	+4	Silent Image, Wrath of the Heavens
5	+2	+1	+1	+4	Cryptic Demands, End of Sight
6	+3	+2	+2	+5	Contact Other Plane, Tenuous Sanity, Draining Light
7	+3	+2	+2	+5	Dimension Door
8	+4	+2	+2	+6	Flashburst, Delaying Light
9	+4	+3	+3	+6	End of Life
10	+5	+3	+3	+7	Aid From Beyond, Resist Break
11	+5	+3	+3	+7	True Seeing
12	+6/+1	+4	+4	+8	Gateway
13	+6/+1	+4	+4	+8	End of Hope
14	+7/+2	+4	+4	+9	Prismatic Spray
15	+7/+2	+5	+5	+9	End of Time

Baleful Glare (Sp): The Star Mage can as a standard action blast a target with inerrant light that sears them to their core. The Baleful Glare always hits and has a Medium range. It inflicts d8 + Wisdom Modifier damage, +1 damage/level. The target can make a Fortitude Save Partial to halve the damage.

Light (Sp): The Star Mage can use *Dancing Lights* and *Glowing Orb* at will. The Star Mage can have a number of total light sources sustained equal to her Wisdom Modifier. If she creates another one when she has the maximum number, one light source of her choice winks out. Each light source is otherwise permanent. The Glowing Orbs do not require glass spheres to be provided for them.

Star Magic (Ex): The Star Mage is an Intelligence based spellcaster. The Star Mage's Save DCs on any of their Spell Like and Supernatural abilities is 10 + 1/2 Level + Intelligence Modifier. For purposes of activating magic items, the Star Mage is a Wizard.

Ray of Light (Sp): A Star Mage can use *ray of light* (Spell Compendium) as a standard action at will.

Attune Form (Sp): A 2nd level Star Mage can cast *attune form* at will.

Armour Break (Sp): A 2nd level Star Mage can phase a target's armour away. As a standard action, the Star Mage can make one target creature within Short Range glow as per *faerie fire* for one turn. During that period, all attacks against them are resolved as touch attacks.

Day Break (Sp): A 2nd level Star Mage can awaken any sleeping creature within short range as a move action. From 6th level on, this can be done as a Swift action.

Searing Light (Sp): From 3rd level on, a Star Mage can cast *searing light* as an attack action.

Dimension Hop (Sp): A 3rd level Star Mage can teleport themselves as per a *Greater Dimension Door* (Spell Compendium) effect that was always on (with themselves as the only target).

Silent Image (Sp): Beginning at 4th level, a Star Mage can use *silent image* at-will.

Wrath of the Heavens (Sp): When a 4th level Star Mage uses Baleful Glare, they may target a number of enemies with it equal to their level.

Cryptic Demands (Ex): A 5th level Star Mage can use their Intelligence modifier in place of their Charisma for purposes of Minions. Also, they can use Knowledge (Planes) in lieu of Diplomacy when dealing with Elementals and Outsiders.

End of Sight (Sp): A 5th level Star Mage can create a 20' radius burst of light anywhere out to Medium range. Any creatures within the burst must make a Fortitude save or be *blinded* for 2d8 rounds.

Contact Other Plane (Sp): A 6th level Star Mage can use *contact other plane* once per day for each point of Wisdom modifier they have. Their Caster level must be no worse than 1 less than the Sanity DC of the plane to be contacted.

Tenuous Sanity (Ex): A 6th level Star Mage does not lose mental stats, whether from damage, drain, or other effects. Also they are immune to the *confused* and *dazed* conditions.

Draining Light From 6th level on, any target who fails their save against the Star Mage's Baleful Glare also suffers 4 points of Strength Damage.

Dimension Door (Sp): A 7th level Star Mage can cast *dimension door* at will.

Flashburst (Sp): An 8th level Star Mage can use *flashburst* (Spell Compendium) at will.

Delaying Light: From 8th level on, any target who fails their save against the Star Mage's Baleful Glare is also *slowed* for 1 round.

End of Life (Sp): As a standard action, a 9th level Star Mage can target an enemy within medium range and cause them to die. The target makes a Fortitude save, and if they fail they are dead. This is a [Death] effect. Even if they survive, they still suffer 1d8/2 levels in damage.

Aid from Beyond (Sp): Once per day, a 10th level Star Mage can summon a rampaging monster from the far realm. It fights her enemies and breaks stuff for an hour and then vanishes. The far realm beast has a CR lower than the star mage's level.

Resist Break (Ex): From 10th level onwards, creatures who have Spell Resistance or Energy Resistance have those abilities negated for 10 combat rounds if they fail a save against Baleful Glare.

True Seeing (Sp): An 11th level Star Mage benefits from *true seeing* at all times.

Gateway (Sp): At 12th level, a Star Mage can open up the portal version of *gate* a number of times per day equal to her Wisdom modifier.

End of Hope (Sp): A 13th level Star Mage can open up a vortex within Long Range that transports all creatures within a 30' burst from its center to the far reaches of the multiverse. Creatures are entitled to a Will Save to avoid being banished to a plane of the Star Mage's choice. At the Star Mage's option, any creature so transported can be returned to the point they were before the vortex opened with a Swift Action.

Prismatic Spray (Sp): A 14th level, a Star Mage can use *prismatic spray* at will.

End of Time (Sp): A 15th level Star Mage can open up a rift to the very end of everything, causing the very ultimate of termini to be unleashed upon those underneath its dread regard. The Star Mage chooses a spot within long range and a column 40' in radius and 120' high erupts in doom. All creatures (even undead and constructs) within that area must make a Fortitude Save or Die. Those who pass their save merely suffer 1d6/level in damage.

Disgaea classes this represents:

Geomancer, Star Mage, Star Skull

Recommended Prestige Classes:

Archmage, Doom Speaker, Star Child

THE TOTEMIST

“Yes, these are my magical soulfire claws. Yes, they are just as sharp as normal ones.”

The Totemist is a weird class, suited to transformative types and the various monsters that have oddball effects. Basically, they gain a variety of things that can be fused to their body, a certain number at a time, and each one gives a bonus to something, and an ongoing effect or a “once per few rounds” power. They have plenty of lasting ability, and can sort-of spam Save-or-Lose effects.

Alignment: the Totemist can be of any Alignment, but it’s usually Neutral and rarely means anything.

Starting Funds: 100 Hell

Starting Age: as Druid (PHB)

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Totemist is proficient with all Simple weapons, the Trident, the Khukri, the Short Sword, the Light and Heavy Pick, the Shortbow, the Longbow, the Pincerstaff, the Gladius, the Guisarme, the Net and any weapon with the word “Spear” in the name.

Totemists are proficient with Light and Medium armour, but not with Shields.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Chakra
1	+0	+0	+0	+2	Basic Totems, Call Totems, Soulmelds, Wild Empathy	2
2	+1	+0	+0	+3	Respect for the Dead, Woodland Stride	3
3	+2	+1	+1	+3	Arcane Sight	3
4	+3	+1	+1	+4	Better Soulmelds	3
5	+3	+1	+1	+4	Blood of Soulfire	4
6	+4	+2	+2	+5	Beast Companion	4
7	+5	+2	+2	+5	Advanced Soulmelds	4
8	+6/+1	+2	+2	+6	Speak With Souls	5
9	+6/+1	+3	+3	+6	Corpse Fashion, Reincarnate	5
10	+7/+2	+3	+3	+7	Astounding Soulmelds	5
11	+8/+3	+3	+3	+7	Friend of Beasts	6
12	+9/+4	+4	+4	+8	Autolife	6
13	+9/+4	+4	+4	+8	Favour of the Totems	6
14	+10/+5	+4	+4	+9	Exciting Soulmelds	7
15	+11/+6/+6	+5	+5	+9	Embody Totem	7
16	+12/+7/+7	+5	+5	+10		8
17	+12/+7/+7	+5	+5	+10	Giant-Size Soulmelds	8
18	+13/+8/+8	+6	+6	+11	Limitless Favour of the Totems	8
19	+14/+9/+9	+6	+6	+11		9
20	+15/+10/+10	+6	+6	+12	Transmigration Specialist	9

Soulmelds (Su): A Totemist has the ability to call upon a number of special blue glowing intangible yet vaguely beast-related wardrobe accessories that cause them to glow blue and gain additional powers. Each Soulmeld is unique, and should have its own name (check the Soulmeld chart below in order to name it). Each Soulmeld has a Basic bonus and a Totemic Power. A Totemist can only show a fraction of the Soulmelds they have at a time. At first level, the Totemist "knows" 3 Soulmelds and learns two additional Soulmelds every time they gain a Totemist level. The number of Soulmelds that can actually be used at one time is the character's number of Chakras, which is 2 at first level, rising to 3 at 2nd, 4 at 5th, 5 at 8th, 6 at 11th, 7 at 14th, 8 at 16th, and finally 9 at 19th. It takes 1 minute of meditation to change which Soulmelds are available (up to the character's number of Chakras), but only a Swift Action to activate and display any or all of them. Soulmelds shed light as a torch. Actually calling upon the Totem's power is usually a Standard Action.

Basic Bonuses: Every Soulmeld (even Advanced or Giant-Size Soulmelds) has exactly one Basic Bonus, which is defined when the Soulmeld is learned:

- Deflection bonus to AC (1/3 level, rounded up)
- Resistance Bonus to Saving Throws (1/3 level, rounded up)
- Enhancement Bonus to an attribute (1/3 level, rounded up)
- Enhancement Bonus to a Skill other than Use Magic Device (Level + 2)
- Enhancement Bonus to Natural Armor Bonus (1/3 Level, rounded up)
- Spell Resistance (8 + Level)
- Energy Resistance to one Energy type (3 points per level)

Basic Totems: At first, each Soulmeld is attached to a Basic Totem, and the power delivered when called upon is as such:

- Slime: Spit soul acid out to Short Range. Ranged Touch Attack. Inflicts d4 Acid damage/level and on the Totemist's next turn will inflict a similar amount unless the acid has been doused with vinegar or beer or something in the meantime.
- Angel: Rainbow colors shoot off into a Short Ranged Cone. Creatures in the cone must make a Will save or be *stunned* for 1d2 rounds. This is a [Mind Affecting] [Pattern].
- Ash Rat: Heavy Smoke extends around the Totemist like *obscuring mist*. The mists last for 4 rounds, and creatures other than the Totemist suffer 1 point of Fire damage per round that they are in the ashy haze.
- Flame Snake: Touch forces target to take d4 Fire Damage/level and to make a Fortitude Save against Poison or lose 1d6 Strength, Dexterity, and Constitution.
- Blood Hawks: The Totemist makes a ranged touch attack against up to one enemy within Medium Range per level. Each target struck suffers 1d3 of Force damage and 2 points of Constitution Damage from blood loss.
- Howler: Scream causes Wisdom Damage. Burst out to Short Range. Will Save or suffer d6 Wisdom damage. Totemist is immune, this is a [Mind Affecting] [Sonic] effect.
- Dark Mantle: As *darkness*, but all light is blocked and it provides complete concealment. Or 3e *Darkness* if you prefer.
- Krenshar: Screech causes target within Short Range to be *panicked* for a d4 rounds if they fail a Will save. This is a [Sonic] [Mind Affecting] [Fear] Effect.
- Blood Ape: The character increases in size by 1 size category, and their attributes are adjusted as normal. This change lasts for 4 rounds.
- Eryngi: Breath Weapon of noxious spores. Extends to a cone out to Short Range. All creatures in the area must pass a Fortitude Save or be *nauseated* for 1d2 rounds.
- Owlbear: Melee Touch Attack Pins target for 1 round.
- War Slug: Melee touch attack inflicts d8/level Subdual Electricity damage.
- Vampire: Melee Touch Attack causes d4 damage/level and heals the Totemist an equal amount as to the damage inflicted on a living creature.

Call Totems (Su): A Totemist can use the Totem Powers of any active Soulmelds any number of times in a day. However, upon calling upon such a Totem, they may not call on the same Totem for the next three rounds. So at first level a Totemist has only 2 Chakras bound, so they could call upon two different powers in the first two rounds of combat, but then they would be unable to use either one again in the next two rounds of combat, forcing them to fall back on weaponry or hiding. The Save DC of any save a Totem's power offers is $10 + 1/2 \text{ Level} + \text{Charisma Modifier}$. And every power is used at the Totemist's Character Level.

Wild Empathy (Ex): Totemists can use Handle Animal as if it was frigging Diplomacy and they were speaking the Queen's Bloody English with any Animal or Magical Beast, whether that creature has a language or not.

Respect for the Dead (Ex): At 2nd level, Totemists treat any armour made out of animal parts as if it was a lot easier to use, and reduce the Armour Check Penalty and Armour Stealth Penalty of such armours by 4, making it a lot more likely that they can move at full speed while wearing someone's mother as a breastplate.

Woodland Stride (Ex): Totemists of 2nd level and up are totally at home in natural environments, even really jacked up ones. They ignore naturally occurring difficult terrain and don't take damage from crap like thorns.

Arcane Sight (Su): At 3rd level, a Totemist benefits at all times from *Arcane Sight*.

Better Soulmelds: At fourth level, each Soulmeld can be attached to a Better Totem, and the power delivered when called upon is as such:

- Aranea: Can throw a soul Web. Creatures within or moving within a 15' burst within short range must make a Reflex Save or be *entangled* and anchored in place. An *entangled* creature may make an Escape Artist or Strength check (DC 20) as a full-round action to wriggle or break free, but if they move out of their square into another square with soul web in it they'll have to make another Reflex save or be caught again. The web dissipates in 1 minute/level or when dismissed, and does not burn.
- Behir: A line of electricity extends out to short range from the Totemist's mouth. It does 1d6 Electricity Damage/level and allows a Reflex Save for half damage.
- Cloaker: Creates images equivalent to *major image* within Short Range. The Totemist need not concentrate on the images, but they vanish in 4 rounds.
- Cockatrice: Touch forces target to make a Fortitude Save or be *petrified*.
- Digester: A cone of Acid is spat out to short range. Targets in the area suffer a d4 Acid Damage/level (Reflex Half), and then the following turn suffer the same amount of damage unless they have cleaned themselves off.
- Dragon: A cone of fire is breathed out to short range. It does 1d6 Fire Damage/level and allows a Reflex Save for half damage.
- Ahuizotl: Melee Touch Attack causes the target to be *blind*.
- Alraune: With a melee touch attack, the target suffers 2d6 Force Damage. There are then thorns of force crawling in their skin like a Linkin Park Song, and they take 2d6 of Force Damage each round on the Totemist's turn for 1 round/level. This ongoing damage can be halted by taking a Standard Action to make a DC 15 Heal check to gauge out the force thorns. Each attempt inflicts 1 hit point of damage whether it succeeds or fails.
- Joystealer: Target within Medium Range must make a Will Save or suffer a d6 of Charisma Damage and be afflicted as per *crushing despair*.
- Manticore: The Totemist launches a number of spikes of soul energy as their Level distributed between one or more targets within Medium Range. Each spike inflicts 1d6 damage.
- Mothman: Totemist gains a 90' Flight Speed with Good Maneuverability for the next 4 rounds. Activating this is a Swift Action.
- Treeant: The Totemist gains Fast Healing equal to their level for 4 rounds. This ability can be invoked as a Swift action.
- Phase Wasp: The Totemist gains the benefits of *true seeing* for 4 rounds.
- Shadow Mastiff: All other creatures within Short Range must make a Will Save or become Panicked for 1d6 rounds. This is a [Sonic] [Mind Affecting] [Fear] effect.
- Unicorn: Heal a touched target by 1d6/level and remove any poisons they are afflicted with.
- Winter Wolf: The Totemist breathes a cone of Cold out to Short Range. It inflicts d6/level Cold Damage, with Reflex save for half damage.

Blood of Soulfire (Su): A 5th level Totemist is immune to poison and when they suffer damage from physical attacks they cause 1 point of Force Damage to all creatures within 5' of them as Soulfire splashes out.

Beast Companion: At 6th level, a Totemist is entitled to a companion. Their companion is a Magical Beast with a CR 2 less than their character level. When the Totemist gains a level, their companion either gets more powerful for no reason or their companion wanders off and they get a new companion. Either way.

Advanced Soulmelds: At seventh level, each Soulmeld can be attached to an Advanced Totem, and the power delivered when called upon is as such:

- Basilisk: Target within medium range must make a Fortitude save or be *petrified*.
- Bulette: The ground trembles as earth and stone excavate themselves at the Totemist's urging. The character can tunnel out up to a 10'x10'x40' area. Every end must be within short range, and yes you can create holes under enemies and drop them in.
- Blink Dog: As *dimension door*.
- Displacer Beast: The Totemist gains full displacement and a 50% miss chance for 4 rounds. This is a Swift Action to activate.
- Ghost: The Totemist and everything they carry is shifted to the Ethereal Plane or back to the Material from the Ethereal.
- Girallon: Spectral arms rip the target to pieces. The Totemist makes 4 melee touch attacks, and each is a claw that inflicts 1d6 Damage / 2 levels.
- Empusa: As *Charm Monster*. This is a [Mind Affecting] [Compulsion] and allows a Will Save.
- Nymph: Short Ranged Burst. All creatures in area that can see the Totemist must make a Fortitude Save or be *blind*.
- Efreeti: For the next 4 rounds, the Totemist is immune to Fire, and heals when they would suffer fire damage. Also there is a 5' burst of flame centred on the Totemist that inflicts d6/level Fire Damage (Reflex Half), and that heals the Totemist because it is Fire Damage.
- Remorhaz: The Totemist catches on fire, and anything she touches or that even hits her in melee suffers 1d6/level of fire damage from the experience. This effect lasts 4 rounds.
- Frost Salamander: The Totemist exudes an aura of cold. All creatures that begin their turns within 15' of the Totemist suffer d6/2 levels of Cold Damage. This effect lasts 4 rounds.
- Mudmaw: Two soul tendrils lash out and grab enemies. The Totemist can make two melee touch attacks against one or two creatures within 10'. Any creature touched is *pinned* for 1 round.
- Brood Keeper: A spectral swarm races out to engulf your enemies, as summon swarm. The swarm summoned uses your save DC (10 + 1/2 level + Cha modifier) for its abilities, inflicts force damage rather than normal damage, is incorporeal, and persists for four rounds.
- Umber Hulk: One target within Short Range must make a Will Save or be *confused* as per the spell *confusion*. This can be invoked as a Swift Action.
- Wyvern: Melee Touch Attack causes target to suffer 3d6 Constitution Damage from Poison. Fortitude Save for Half.
- Yrthak: Target within Medium Range suffers d6/level Sonic damage, Fortitude half.

Speak with Souls (Su): A Totemist of 8th level can see the souls of the living and the dead. They are apparently little blue flamey things like in Soul Eater. The Totemist can speak with the souls of the dead as if the dead were still alive. The souls depart in about a week unless they get transformed, consumed, or returned to life before that point.

Corpse Fashion (Su): Three times a day, a 9th level Totemist can *fabricate* things out of animal parts. This can make things as respectable as hide armour or as creepy as human bone swords.

Reincarnate (Su): Three times a week, a 9th level Totemist can bring someone back from the dead in a new body. Like *reincarnation*.

Astounding Soulmelds: At tenth level, each Soulmeld can be attached to an Astounding Totem, and the power delivered when called upon is as such:

- Avalancher: As *Transmute Rock to Mud*.
- Nightmare: Can *plane shift* into a different realm of existence.
- Inferno Spider: Can throw a *flaming* soul Web. Creatures within or moving within a 15' burst within short range must make a Reflex Save or be *entangled* and anchored in place. An *entangled* creature may make an Escape Artist or Strength check (DC 20) as a full-round action to wriggle or break free, but if they move out of their square into another square with soul web in it they'll have to make another Reflex save or be caught again. The web dissipates in 1 minute/level or when dismissed, and is on fire. All creatures suffer 1d8 + Level Fire Damage every round they begin in the area of the web.
- Pixie: All creatures in a 15' burst within Medium range must make a Will Save or fall *asleep for 10 minutes/level*. This is a [Mind Affecting] effect.
- Frost Worm: A strange trill forces everyone to stand still. Emanation extends to Medium range and affects every creature except the Totemist. Creatures that fail a Will Save are *stunned* for a d4 rounds. This is a [Sonic] effect.
- Lodestone Marauder: Magnetic pulse yanks all freestanding and handheld metal objects in a Medium Cone and piles them at the Totemist's feet. Creatures can hold onto their weapons and whatnot by making a Reflex save. Creatures wearing metal armour are subjected to a strong gale.
- Rapture Locust: All creatures within Short Range must make a Will save or be *dazed* for d6 rounds. Dazed creatures have locusts made of blue soulfire chewing on them for 2d6 Force damage per round until they snap out of it.
- Naga: Target within short range must make a Fortitude Save against Poison or Die. Successful save still results in d8 Poison damage to Constitution.
- Pump Kin: A creature that is asleep within 5 miles that the Totemist is aware of makes a Fortitude save or dies. This is a [Death] effect.
- Purple Worm: Touch Attack shrinks the target to the size of a walnut and swallows them whole. Target suffers 4d8 Acid damage a round and cannot free themselves. If they are transported out of the Totemist or the Totemist dies, they return to normal size.
- Roper: The Totemist can fire 6 soul strands at one or more targets within Short Range. Each Strand is a Ranged Touch Attack that inflicts 1d8 Strength Damage.
- Sphinx: The Totemist lets out a mighty roar, and all creatures within Long Range must make a Willpower Save or become *Panicked* for 2d6 rounds. Even creatures that succeed in their save are *shaken*. This is a [Mind Affecting] [Sonic] [Fear] effect.
- Cloud Ray: As *telekinesis*.
- Rifle Demon: Touch attack inflicts 10 points of damage per level.

Friend of Beasts (Ex): at eleventh level, the Totemist is such good pals with monsters that they can make team attacks basically all the time. Whenever an adjacent Non-Humanoid creature strikes an enemy in a square the Totemist threatens, the Totemist may make an Attack of Opportunity against the foe. Likewise, whenever the Totemist strikes an enemy, adjacent Non-Humanoid creatures that threaten the enemy may make Attacks of Opportunity against the enemy. This does not trigger off Attacks of Opportunity, however.

Auto-Life (Su): If a 12th level Totemist has been dead for a whole day, they reincarnate into a new body unless something has happened to their soul in the meantime. This does not cost them a level, it's just slightly disconcerting.

Favour of the Totems (Ex): From 13th level on, a Totemist need only forgo calling on a Totem's powers for 2 rounds after the last time they called upon the Totem's Powers.

Exciting Soulmelds: At fourteenth level, each Soulmeld can be attached to an Exciting Totem, and the power delivered when called upon is as such:

- Cranium Rat: All targets within a Medium Cone must make a Will save or be *stunned* for 2d4 rounds. This is a [Mind Affecting] [Psionic] effect.
- Catoblepas: Target within Medium Range must make a Fortitude Save or die. This is a [Death] effect. Even if the target succeeds, they still take 1d8 damage/2 levels.
- Gorgon: The Totemist breathes a cone out to Short Range. All creatures in the cone must make a Fortitude Save or be *petrified*.
- Gravorg: As *Reverse Gravity*, targets are allowed a Reflex Save as normal.
- Greenvice: As *acid fog*. The fog lasts for 4 rounds.
- Lammasu: As *heal*.
- Quanlos: As *Dominate Monster*. Target is entitled to a Will Save. This is a [Mind Affecting] [Compulsion].
- Terlin: Touch attack decapitates target. This is a [Death] effect.
- Spirit of the Air: The Totemist decides what the weather is.
- Titanic Toad: The Totemist stamps on the ground and flattens everything around them. All other creatures and standing objects in a 40' radius are subjected to a d8/level in Force Damage and are knocked prone. A successful Reflex save halves the damage and negates the prone effect.

Embody Totem (Su): With a standard action, a 15th level Totemist can transform into one of the creatures that is one of their displayed totems. They completely replace their character sheet with the monster entry (or, for basic races, just changes race), except with the ability to change back with a Standard action.

Giant-size Soulmelds: At Seventeenth level, each Soulmeld can be attached to a Giant-size Totem, and the power delivered when called upon is as such:

- Beholder: The Totemist can create a conical emanation of anti-magic field that extends from their body in any direction and can be rotated each turn. It persists for 4 rounds, and goes out to short range.
- Chaos Roc: All creatures in a Medium Range Cone are struck with 2 colors from a *prismatic spray*.
- Chronotyrin: The Totemist takes a second round of action after her normal one. This Totem is invoked as a Swift Action.
- Fiendwurm: The Totemist vomits forth a creature compatible with *summon monster VIII*.
- Leviathan: The Totemist is Colossal as per the spell *giant size* for four rounds. This Totem is invoked as a Swift Action.
- Lucent Worm: Every creature that is in the Totemist's Threatened Area before the start of their next turn must make a Fortitude save or be *paralyzed* for 4 rounds.
- Megapede: wave of force precedes the Totemist as they stampede enemies. Any creatures and freestanding objects within 20 feet are pushed out of the area, suffering a d20 of force damage per 5' moved. The force lasts until the beginning of next turn, and enemies are pushed out of their area (for another d20 of damage per 5' square pushed) as the Totemist moves. Creatures are entitled to a Reflex save for half damage and to move out of the way in a direction of their choice to avoid getting Tekken juggled.
- Sky Bleeder: Acid rains from the sky for a mile in every direction, causing 3d4 Acid damage a round for the next 4 rounds.
- Tarrasque: The Totemist is restored to full health and all baleful conditions end.
- Thunder Worm: The Totemist becomes Incorporeal for the next 4 rounds, and in departing from physicality lets off a huge thunderclap that breaks things in all directions. Everything around the Totemist in a Medium Ranged Burst is subjected to a d8/level Sonic damage (Reflex Half).

Limitless Favor of the Totems: At 18th level, the Totemist can call on any of her displayed Totems that she did not call last turn.

Transmigration Specialist (Su): At 20th level, the Totemist masters the ancient art of Transmigration. Any time she Reincarnates (as the spell), she can choose exactly what creature to return as, even weird crap not on the list. She still keeps all Totemist class levels due to being awesome.

D20 roll	Adjective	Colour	Thing
1	Crushing	Azure	Claws
2	Rising	Beryl	Mantle
3	Fierce	Aqueous	Cloak
4	Dimming	Blue	Wings
5	Clutching	Cerulean	Armour
6	Gnawing	Cobalt	Mask
7	Grasping	Electric	Gloves
8	Devastating	Midnight	Sleeves
9	Expansive	Indigo	Robe
10	Secret	Navy	Helm
11	Protective	Ocean	Hat
12	Monstrous	Sapphire	Horns
13	Horrendous	Teal	Gauntlets
14	Awesome	Turquoise	Cape
15	Wicked	Ultramarine	Belt
16	Depressive	Sky	Boots
17	Repetitive	Steel	Trail
18	Vengeful	Cyan	Eyes
19	Gorgeous	Star-Sapphire	Braids
20	Futile	Red	Amulet

Disgaea classes this represents:

Beast Master, Shaman

Recommended Prestige Classes:

Beast Saviour, Energetic Spirit, Prism Ranger

THE WHITE MAGE

“...I know it’s convenient, but you can’t come crying to me over a papercut”

The White Mage is a healer and protector, a support character. Sometimes, though, the best kind of protection is that by lasering people in the face, so that is also an option. However although there are plenty of options for lasering people in the face, if you don’t like healing and buffing, this isn’t the class for you. If you *do* like those things, this *is* the class for you, in spades, and you get the extra stuff as well.

Alignment: a White Mage can be of any alignment

Starting Funds: 210 Hell

Starting Age: as Rogue (PHB)

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The White Mage is proficient with all Simple weapons, as well as the Sap and the Dire Syringe.

The White Mage is proficient with Light armour, but not with any kind of Shields.

The White Mage does not suffer Arcane Spell Failure for armour she is proficient with.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+2	+2	+2	Spellcasting, Magic Hands, Turn Undead, Brilliance (Uncapped, Reach)
2	+1	+3	+3	+3	Brilliance (Chain), Equilibrium (Positive), Planar Immunity (Sleep)
3	+2	+3	+3	+3	Instant Ward, Inner Fire, Advanced Learning
4	+3	+4	+4	+4	Status Check, Mettle, Brilliance (Empower)
5	+3	+4	+4	+4	Advanced Learning, Lifesense (Sense) Planar Immunity (Fear, Paralysis)
6	+4	+5	+5	+5	Frigging Lasers, False Divinity
7	+5	+5	+5	+5	Flashes of Light, Equilibrium (Negative), In Brightest Day, Advanced Learning
8	+6/+1	+6	+6	+6	Pew Pew, In Darkest Night, Brilliance (Heighten)
9	+6/+1	+6	+6	+6	Planar Immunity (Other), Advanced Learning
10	+7/+2	+7	+7	+7	Brilliance (Maximise), Lifesense (Sight)
11	+8/+3	+7	+7	+7	Improved Mettle, Advanced Learning
12	+9/+4	+8	+8	+8	Ascension, Planar Aura (Minor)
13	+9/+4	+8	+8	+8	Reraise 3/day, Advanced Learning
14	+10/+5	+9	+9	+9	Planar Bubble
15	+11/+6/+6	+9	+9	+9	Planar Aura (Major), Advanced Learning
16	+12/+7/+7	+10	+10	+10	Reraise 5/day
17	+12/+7/+7	+10	+10	+10	Instant Brilliance, Advanced Learning
18	+13/+8/+8	+11	+11	+11	Still Alive
19	+14/+9/+9	+11	+11	+11	Reraise at will, Advanced Learning
20	+15/+10/+10	+12	+12	+12	Aspect of the Wolverine

Spellcasting: The White Mage is an Arcane Spellcaster with the same spells per day progression as a Sorcerer. A White Mage casts spells from the White Mage Spell List (below). A White Mage automatically knows every spell on her spell list. She can cast any spell she knows without preparing them ahead of time, provided that spell slots of an appropriate level are still available. To cast a White Mage spell, she must have a Charisma at least equal to 10 + the Spell Level. The DC of the White Mage's spells is Wisdom based and the bonus spells are Charisma based.

Magic Hands (Su): As an attack action, the White Mage may either deal damage or restore hit points equal to 1d6 + her Wisdom modifier to a touched target. This is a positive energy-based effect, and thus cannot heal undead (without *spark of life* applied), does not affect many constructs, and cannot damage Positive Energy Plane natives. Because this is not a spell, it does not benefit from Brilliance. If the White Mage so wishes, they may use their Dexterity to determine the attack bonus instead of Strength.

Brilliance: White Mages are directly linked to a dimension of raw energy, and this makes them very shiny. It also means their energy powers get all over the place. Any level-dependent bonuses to a White Mage's Healing spells are uncapped by level (so a cure light wounds spell would heal 1d8+1/caster level, even if caster level exceeds 5) and her Healing spells automatically have Reach Spell applied. Additionally, any Healing spell a 2nd-level White Mage casts can affect a number of additional targets up to her Wisdom modifier (subject to the restrictions of Chain Spell). At 4th level the Empower Spell metamagic is applied to all (Healing) spells and all prior effects of the Brilliance ability (uncapped bonuses, Reach, and Chain) apply to Abjurations, at 8th level all (Healing) and Abjuration spells are Heightened to the highest castable White Mage spell level, and at 10th level all (Healing) spells are Maximized.

Metamagic effects applied via this ability do not cause the spells to require a higher-level slot, nor do they increase the casting time.

Turn Undead (Su): The White Mage can turn undead as a Cleric of her class level. If she gains turning or rebuking from more than one class, the levels stack.

Equilibrium (Ex): At 2nd level, the White Mage's body is accustomed to way more positive energy than most people can handle. She is treated as native to the Positive Energy Plane in addition to whatever planes where she is already a native. She is unaffected by any harmful effect due to positive energy (including spells such as *bolt of glory* or exploding due to being on a Major Positive-Dominant plane). However, she also does not gain temporary hit points from the Major Positive-Dominant trait. At 7th level, the White Mage equilibrates just as well with surrounding negative energy and is under a continuous *death ward* effect.

Planar Immunity (Ex): A White Mage's physiology starts off fairly normal, but it slowly shuts down and discards systems that are redundant due to her overwhelming life force. At 2nd level, a White Mage no longer needs to sleep and gains immunity to sleep effects. At 5th level, this immunity extends to paralysis and fear, and at 9th level she is immune to disease and poison and also no longer needs to eat or drink.

Advanced Learning: At 3rd level and every two levels thereafter, the White Mage may permanently add one spell to her spell list. This spell must be of a level she can already cast, and must be from either the Abjuration school, the (Healing) subschool, or have the [Light] descriptor. Only spells from the Cleric or Wizard spell lists may be learned in this way.

Instant Ward (Su): At 3rd level, the White Mage may grant any ally within 30 ft. a +5 bonus to AC and saves for one round as an immediate action.

Inner Fire: At 3rd level a White Mage learns to channel healing power into herself without the normal gestures and words. Any spell which removes or suppresses a harmful status effect on herself may be activated by the White Mage as though it were both Silent and Stilled, and may be used even while unconscious (but not actually dead). Any spell used in this way only affects the White Mage and does not provoke attacks of opportunity. Spells cast under this ability require the expenditure of any XP or material components as normal; such components must be in the White Mage's possession. The metamagic effects of this ability don't increase the spell slot required nor the casting time.

Mettle (Ex): At 4th level, the White Mage gains Mettle, as the Hexblade ability.

Status Check (Sp): At 4th level, the White Mage gains a supernatural intuition about how her allies are faring. She may cast *status* at will as a swift action spell-like ability.

Lifesense (Su): At 5th level, the White Mage is familiar enough with the flow of positive energy that she can see it in other beings, even when her other senses fail. She gains blindsense out to 40 ft. to detect living or undead creatures, and knows how healthy they are as with deathwatch. At 10th level, this ability is equivalent to blindsight.

Frigging Lasers: At 6th level, any [Light] spells the White Mage casts gain a +2 bonus to caster level.

False Divinity: A White Mage's magic is similar to many sources of divine power, close enough to mimic true divinity. At 6th level her White Mage spellcasting counts as both arcane and divine for the purposes of taking prestige classes. She does *not* gain more than one White Mage caster level from any given level of a prestige class using this ability; a White Mage 6/Mystic Theurge 5 would only cast as an 11th-level White Mage. You probably shouldn't try to do that.

Flashes of Light: At 7th level, the White Mage can channel her positive energy even more quickly; she may cast (Healing), [Light], and Abjuration spells as a swift action, as though they had the Quicken Spell metamagic applied. Any [Light] spells she casts are also Empowered.

In Brightest Day (Su): At 7th level, the White Mage emits a constant radiance equivalent to a *daylight* effect which may be suppressed or resumed as a swift action. She gains the Sun domain, giving greater turning 1/day and adding Sun domain spells to her spell list. If she has already added the Sun domain's spells from some other selectable source, such as Attune Domain or Arcane Disciple, she may select a different valid domain for that source. If she already has the Sun domain from a non-selectable source, she instead gains another domain's spells as if she had taken Attune Domain (this does not count against the total of 3 Attuned Domains/Spheres).

Pew Pew: At 8th level, the White Mage's ability to siphon raw light energy has become natural and almost effortless; she can cast any [Light] or Cure spell as an attack action.

In Darkest Night (Su): At 8th level, the White Mage's *death ward* effect extends to all allies within 30 feet. This may be suppressed or resumed as a swift action.

Improved Mettle (Ex): At 11th level, the White Mage gains Improved Mettle. This functions as Mettle, except that if the White Mage fails on a Will partial or Fortitude partial saving throw, she still only takes the partial effect.

Ascension (Ex): At 12th level the White Mage ascends to supernatural power and becomes immune to petrification. She gains the Outsider type, the Native or Extraplanar subtype as appropriate for her home plane, and her previous type as an Augmented subtype.

Planar Aura (Su): At 12th level, the White Mage may radiate the Minor Positive-Dominant trait out to 60 feet. This ability can be activated and deactivated as a move action. At 15th level, this may be increased to the Major Positive-Dominant trait, and the White Mage can freely switch between Major, Minor, and no aura as a move action.

Reraise (Sp): A 13th level White Mage gains the ability to cast a *contingent true resurrection* on a target creature, which is triggered by their death. When she first gains this ability, the White Mage may cast it 3/day, which increases to 5/day at 16th level and becomes usable at-will at 19th level. The White Mage may not have more such effects active at a time than they may cast per day, and no more than one active on any given creature, although they are dismissible as normal for *contingency*. These do not count against the "You can use only one *contingency* spell at a time" restriction of the *contingency* spell.

Planar Bubble (Su): At 14th level the White Mage gains the ability to create even more conduits to the Positive Energy Plane. As a swift action, she can create a Planar Breach to the Positive Energy Plane as with *precipitate breach*.

Instant Brilliance: At 17th level, the White Mage may cast any of its specialized spells as an Immediate Action. This applies to spells which are affected by Brilliance, and only spells affected by Brilliance.

Still Alive (Ex): A White Mage of 18th level is so full of life that they're alive for a while even after they die. This is actually pretty bizarre to people in the setting, don't worry about it too much. For 1 minute per character level after they die, the White Mage may still use any of their abilities so long as it doesn't require actual movement to perform. This includes (but is not necessarily limited to) their spell-like abilities, and spells which are used via Inner Fire. Note that for the purposes of Inner Fire, being dead is a harmful status effect, and it is fully expected that White Mages at this point are capable of coming back from the dead without that even being a big deal.

Aspect of the Wolverine (Ex): At 20th level, the White Mage is now almost completely composed of essentially cancerous cells, but doesn't lose things like viability as an organism. She gains Regeneration 10, which is not bypassed by any form of damage, and so long as some portion of her body still exists she can't actually die and will regenerate from that portion within one round as with a *clone* spell. At this point the White Mage basically wouldn't die even if you killed her.

Disgaea classes this represents:

Cheerleader, Lucky Doll, Medic, Priest

Recommended Prestige Classes:

Fallen, Heretic, Officer, Pretty Princess, True Succubus

WHITE MAGE SPELL LIST:

Cantrips: *cure minor wounds, dancing lights, detect magic, disrupt undead, flare, light, mending, purify food and drink, resistance, virtue*

1st level: *avoid planar effects, bless water, cure light wounds, deathwatch, delay disease, endure elements, faerie fire, greater dispel magic, lesser braveheart, lesser vigour, produce flame, protection from chaos/evil/good/law, remove fear, shield of faith*

2nd level: *aid, calm emotions, close wounds, continual flame, cure moderate wounds, delay poison, gentle repose, lesser restoration, make whole, protection from negative energy, rainbow beam, remove paralysis, resist energy, shield other*

3rd level: *attune form, braveheart, create food and water, cure serious wounds, daylight, Leomund's tiny hut, magic circle against chaos/evil/good/law, neutralize poison, protection from energy, remove blindness/deafness, remove disease, searing light, spark of life, vigour*

4th level: *astral hospice, blistering radiance, cure critical wounds, death ward, delay death, espoir, freedom of movement, good hope, planar tolerance, mass shield of faith, Otiluke's resilient sphere, restoration, revenance, spell immunity, stonewall*

5th level: *break enchantment, greater vigour, life's grace, lucent lance, mass cure light wounds, plane shift (willing targets only), raise dead, revivify, spell resistance, undeath to death, wall of force*

6th level: *animate objects, bolt of glory, braveheart, contingency, energy immunity, globe of invulnerability, heal, heroes' feast, mass braveheart, mass cure moderate wounds, ray of light, revive outsider, stone to flesh, word of recall*

7th level: *fortunate fate, greater restoration, mass cure serious wounds, mass espoir, mass restoration, mass spell resistance, spell turning, radiant assault, regenerate, resurrection, sunbeam*

8th level: *greater spell immunity, mass cure critical wounds, mass death ward, mind blank, protection from spells, sunburst, Otiluke's telekinetic sphere*

9th level: *astral projection, freedom, mass heal, normalise, true resurrection, unbinding*

MONSTROUS HIT DICE:

Some creatures advance by gaining Monstrous Hit Dice. Here is a helpful reminder for what those Hit Dice are – including some benefits to make them scale a bit better.

CONSTRUCT:

Hit Die: 1d10

Base Attack Bonus: Medium

Saving Throws: Poor Fort, Poor Ref, Poor Will

Skill Points: 2+Int

Every 2 Hit Dice: +1 Strength

Every 3 Hit Dice: +1 CR, +1 Natural Armour, +1 DR (if any)

DRAGON:

Hit Die: 1d12

Base Attack Bonus: Good

Saving Throws: Good Fort, Good Ref, Good Will

Skill Points: 6+Int

Every Hit Die: +1 CR, +1 Natural Armour, +1 SR (if any)

Every 2 Hit Dice: +1 Strength or Constitution

FEY:

Hit Die: 1d6

Base Attack Bonus: Poor

Saving Throws: Poor Fort, Good Ref, Good Will

Skill Points: 6+Int

Every 2 Hit Dice: +1 Dexterity or Charisma

Every 3 Hit Dice: +1 CR, +3 SR (if any)

MAGICAL BEAST:

Hit Die: 1d10

Base Attack Bonus: Good

Saving Throws: Good Fort, Good Ref, Poor Will

Skill Points: 2+Int

Every 2 Hit Dice: +1 Strength or Constitution, +1 Natural Armour, +1 CR

MONSTROUS HUMANOID:

Hit Die: 1d8

Base Attack Bonus: Good

Saving Throws: Poor Fort, Good Ref, Good Will

Skill Points: 2+Int

Every 2 Hit Dice: +1 Strength or Constitution, +1 Natural Armour, +1 CR

OOZE:

Hit Die: 1d10

Base Attack Bonus: Medium

Saving Throws: Poor Fort, Poor Ref, Poor Will

Skill Points: 2+Int (if any Intelligence)

Every 2 Hit Dice: +1 Constitution

Every 3 Hit Dice: +1 CR, +1 Natural Armour

OUTSIDER:

Hit Die: 1d8

Base Attack Bonus: Good

Saving Throws: Good Fort, Good Ref, Good Will

Skill Points: 8+Int

Every Hit Die: +1 CR, +1 Natural Armour, +1 SR (if any)

Every 2 Hit Dice: +1 to any one ability score, +1 DR (if any)

PRESTIGE CLASSES OF THE NETHERWORLD:

ANGRY CAT

“Loyal follower? I only joined because you gave me a fish and said there may be more.”

The Angry Cat needn't actually be angry, but the fact is, when fighting them, you would assume this to be the case. This Prestige Class exists for the Nekomata Monk to truly shine. Basically, the Angry Cat will be making lots and lots of really painful unarmed attacks, and this is a good thing.

Requirements:

Base Attack Bonus: +5

Race: Nekomata

Special: Fighting Style (any)

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Angry Cat gains no additional proficiencies

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Fighting Styles
1	+1	+0	+2	+0	Cat Dodge, Cat Kick!	-
2	+2	+0	+3	+0	Razor Claws	Fighting Style
3	+3	+1	+3	+1	Cat Blast	-
4	+4	+1	+4	+1	King of Beasts	-
5	+5	+1	+4	+1	Cat Fight	Master Fighting Style
6	+6	+2	+5	+2	Bonus Feat	-

Cat Dodge (Ex): levels in Angry Cat stack with those of Monk for the purpose of determining “Armoured in Life” bonus to Armour Class.

Cat Kick! (Ex): the Angry Cat gains another secondary natural attack to use in a Full Attack, just like the racial one from being a Nekomata. All such attacks are Magic Weapons and get the +1 bonus per three Hit Dice (round up).

Fighting Styles (Ex): at level two, the Angry Cat gains a Fighting Style. At level five, she gains a Master Fighting Style, and any future Fighting Styles granted if she resumes taking Monk levels can instead be Master Fighting Styles. If a level six Angry Cat keeps taking Monk levels and is offered Master Fighting Styles from the Monk, she instead may take Grand Master Fighting Styles.

Razor Claws (Ex): the Natural Weapons and unarmed attacks of the second-level Angry Cat enjoy a doubled Threat Range (19-20) and deal 2 Con damage on a successful damaging hit.

Cat Blast (Su): with a Standard action, a level three Angry Cat may unleash a 5' wide, 60' long Line of energy. This deals 1d8 Force damage per 2 Hit Dice to all in the area, with a Ref save for half (Charisma-based).

King of Beasts (Ex): with a Standard action, the level four Angry Cat can unleash a devastating flurry of attacks: make one unarmed or natural attack against a single opponent. She scores one hit for every point the attack roll exceeds their Armour Class by, though she cannot threaten critical hits with this.

Cat Fight (Ex): at level five, the Angry Cat gains a *third* secondary attack, the same as the others. They all improve by one size-category, however, and when performing her *King of Beasts* attack, she may roll twice and take the higher attack roll.

Bonus Feat: at level six, the Angry Cat gains a Bonus Feat, which must be one of the following: Combat School, Counter-Counter, Elusive Target, Gymnos Defence. If she already possesses all of these feats, it may be any [Combat] feat for which she meets the requirements.

Assumed Entry:
Nekomata Monk 5

ARCHMAGE

“Behold my power of the Universe! COSMIC STORM!”

The Archmage is for the spellcasters who want to do more destructive things. Which on the face of it is “most of them”. This class works well for things like Red Mage just as much as Elementalists – in the former case, their Caster Level always equals Hit Dice, but they don’t continue to gain new abilities, in the latter case, they lose out on a couple of Caster Levels but mostly continue to gain spells as well as the new class features.

Requirements:

Skills: Knowledge (Arcana) 8 ranks, Spellcraft 8 ranks

Special: Caster Level 7

Hit Die: d4

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Archmage gains no additional proficiencies

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Caster Level
1	+0	+2	+0	+2	Book Shock	+1 Caster Level
2	+1	+3	+0	+3	Know-It-All	+1 Caster Level
3	+1	+3	+1	+3	Flare Sphere	-
4	+2	+4	+1	+4	Magic Book Lore	+1 Caster Level
5	+2	+4	+1	+4	Thunder Cage	+1 Caster Level
6	+3	+5	+2	+5	Hurricane X	-
7	+3	+5	+2	+5	Chrono-Sabre	+1 Caster Level
8	+4	+6	+2	+6	Volcanic Blast	+1 Caster Level
9	+4	+6	+3	+6	Soul Chiller	-
10	+5	+7	+3	+7	Aqua Nova	+1 Caster Level

Book Shock (Su): any time an Archmage is holding a book of any kind, and deals damage with a Spell, Spell-Like Ability or Supernatural Ability, he deals 1d6 + Int Electricity damage as a bonus, after any saves are made.

Spellcasting: every level except three, six and nine, the Archmage continues to gain spellcasting ability or whatever in an existing class – if none is present, he gains Sorcerer casting ability.

Know-It-All (Ex): the second-level Archmage may add his class level as a bonus on all Knowledge checks, and may make Knowledge checks untrained – he's just that clever (and has read that many books).

Flare Sphere (Sp): the third-level Archmage gains a new power, that requires he hold a book to cast it: he may cast Flaming Sphere, except it is Not an Action to redirect it each turn, and it deals 1d8 Fire damage per Hit Die.

Magic Book Lore (Sp): a fourth-level Archmage can Scry on people, as the spell. However he must use a book to do so, and sees the image on the pages of the book.

Thunder Cage (Sp): at level five, the Archmage learns a new special magical art. He can cast Forcecage at will, though may only have one effect going at a time, and there is a Reflex save (Intelligence-based) to avoid it. Those trapped inside take 1d6 Electricity damage per two Hit Dice each round.

Hurricane X (Sp): a level six Archmage learns how to cast Greater Whirlwind at will, though only one such effect can be active at a time.

Chrono-Sabre (Su): with a Swift action, a seventh-level Archmage can call forth a Chrono-Sabre and make a single melee attack, using his Intelligence modifier instead of his Strength modifier. If it hits, the target takes 2d6+Int in damage, and must pass a Will save (Intelligence-based) or fall into a Stasis effect for one hour. For the duration of this, the Archmage is Hasted.

Volcanic Blast (Sp): at level eight, the Archmage can cast Volcanic Blast once per hour with a Standard action. One square within Medium Range is targeted. Any creature there takes 10 Fire damage per Hit Die, with a Reflex Save (Intelligence-based) for half. If the save is failed, then the target is Slowed and Entangled for one minute, and continues to take 10d6 Fire damage every round they remain in that square. Everything within 30' of the square takes 2d6 Fire damage per Hit Die (Ref half), and those from 35-60' take 1d6 Fire damage per Hit Die (Ref half).

Soul Chiller (Sp): a ninth-level Archmage can freeze the souls of others with just a Standard action. One target in Medium Range takes 10 damage (half Cold, half Negative Energy) per Hit Die, with a Fortitude Save for half (Intelligence-based). If the save is failed, the target also suffers 2 Negative Levels and 4 Strength damage.

Aqua Nova (Su): at level ten, the Archmage can summon mighty blasts of water that hurl enemies far away. With a Standard action, he unleashes a powerful wave that extends out to 500' from him. Every creature in the area suffers 2d6 damage (half Cold, half Bludgeoning) per Hit Die, with a Reflex Save for half (Intelligence-based). Those who fail the save are shoved to the very outer limit of the effect, or slammed against any barriers that might block that travel. If the latter occurs, they take another 1d6 damage for every 5' they cannot travel.

Assumed Entry:

Star Mage 7 or Blue Mage 7

ARISTOCRATIC DEMON

"They call moi... the Dark Adonis, Vyers!"

The Aristocratic Demon is basically Midboss – or Rozalin! This class is for those who are of the upper class, who have noble blood flowing through their veins, and who inherited vast riches that they spend without thought. They might *look* like complete fops, but it turns out that they actually *are* better than everyone else by birth – everyone except other PCs, that is.

Requirements:

Base Saving Throws: Reflex +5

Skills: Knowledge (Nobility and Royalty) 10 ranks, Knowledge (the Planes) 10 ranks

Special: must be considered a member of royalty, nobility or the aristocracy, even by birth

Hit Die: d6

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

The Aristocratic Demon gains proficiency with the Rapier and Pistol

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Other:
1	+1	+0	+2	+2	Noble Blood	Advancement
2	+2	+0	+3	+3	Armour of Contempt	-
3	+3	+1	+3	+3	Kneel Before Me	Advancement
4	+4	+1	+4	+4	Great Leader, Important Name	-
5	+5	+1	+4	+4	Make It So	Advancement

Noble Blood (Ex): the blood of the Aristocratic Demon is particularly noble and special. Any time she suffers Piercing or Slashing damage that manages to get past DR and Temporary HP, all foes within 15' must make a Will Save (Charisma-based) or be Fascinated for 1 round. Her blood is considered particularly expensive in necromantic circles, which is probably not a good thing.

Advancement: at levels one, three and five, the Aristocratic Demon may select any one of the following, presumably (but not necessarily) as an advancement to an existing ability:

- +1 Caster Level (including spells known and spells per day)
- +1 to "Armoured in Life" and an additional Monk Fighting Style (of the most powerful type the character currently knows)
- +1d6 Sneak Attack
- +2d6 Death Attack
- +1 daily Kiai! use

Armour of Contempt (Ex): the second-level Aristocratic Demon is too good for puny mortal attacks to sully her. She may add her Charisma bonus to her Armour Class and Reflex Saves.

Kneel Before Me (Su): with a Standard action, the third-level Aristocratic Demon can reveal her symbol of power, letting all enemies in line of sight realise just how serious things are. All enemies who see this symbol must pass a Will Save (Charisma-based) against a [Fear] effect (that is not [Mind Affecting]) or Cower for 1d4 rounds. Whether they pass or fail the save, they are then unaffected by further uses of it from that person for the next 24 hours. Also she gets a +3 Competence bonus to Intimidate checks.

Great Leader (Sp): at level four, the Aristocratic Demon is good at leading people and having them do as she says. She may cast *Braveheart* at will. She also gets a +3 Competence bonus to Perform (Oratory) checks. Finally, adjacent allies have a +2 Sacred bonus to all ability scores. Granting this bonus is not an action - they just have the bonus when next to her.

Important Name (Ex): by level four, everyone knows who the Aristocratic Demon is. She can get invited to any party or event she wants, making it very easy to get into places. Also, her name is too good to be sullied by incorrect usage, so she becomes immune to Power Words.

Make it So (Sp): the fifth-level Aristocratic Demon is so used to "the help" doing everything that she lives a life of luxury. She can in fact generate a Wish effect at will, but only to create items worth 15,000 GP or less, not for any other effects. She may also cast *Prestidigitation* at will, and can summon 1d4 Invisible Servants at a time, again, at will. These Servants may in fact be visible, appearing as maids, prinnies, or prunny maids.

Assumed Entry:

Monk 7 or Samurai 7 or Assassin 7

BEAST SAVIOUR

"I like to find monsters in the hallways and tie them up, tee-hee!"

The Beast Saviour is two things: it is someone who is so in-touch with beasts that they capture them and train them as allies to use in battle, and it is also someone who adopts weird bestial characteristics for maiming enemies. You need to be a Totemist to enter this class, and while it slows down your main Totemist shtick, you become a sort of Pokemaster as the trade-off.

Requirements:

Skills: Handle Animal 8 ranks, Ride 8 ranks, Use Rope 8 ranks

Special: Better Soulmelds

Hit Die: d10

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Beast Saviour gains proficiency with the Whip, Lance, Man-Catcher and Scorpion Claws

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Soulmelds:
1	+1	+2	+2	+0	Pokemastery	-
2	+2	+3	+3	+0	Wild Groom	Soulmeld
3	+3	+3	+3	+1	Domination	Soulmeld
4	+4	+4	+4	+1	Magichange!	-
5	+5	+4	+4	+1	Call Me Queen	-
6	+6	+5	+5	+2	Bonus Feat	Advanced Soulmeld
7	+7	+5	+5	+2	Pack Orders	Soulmeld
8	+8	+6	+6	+2	Improved Magichange!	Chakra
9	+9	+6	+6	+3	Domesticate	Astounding Soulmeld
10	+10	+7	+7	+3	Beast Legend	Very Meldy

Pokemastery (Su): the Beast Saviour is considered to be a Pokemaster with a level equal to her Class Level plus 2. With a Standard action she can make a melee attack that is also treated like a Pokeball if it hits. Captured creatures are not stored in Pokeballs, they are just... there.

Wild Groom (Su): Beast Saviours are good at making monsters more awesome. With a Move-Equivalent action, the third-level Beast Saviour can cast *Braveheart* on all adjacent non-Humanoid allies at will.

Soulmelds (Su): at levels 2 and 3, the Beast Saviour gains another Soulmeld of any kind she is able to gain. At level 6, she gains an Amazing Soulmeld and can from then on choose Amazing Soulmelds when given the option to gain a Soulmeld. At level 7 she gains another. At level 8 she gains another Chakra, and at level 9, she gains an Astounding Soulmeld. In future, any time she can gain a Soulmeld she may pick an Astounding one. At level 10, she gains another Soulmeld, and from then on, if she gains additional Totemist levels, she may add her Beast Saviour level to her Totemist Level to determine what kind of Soulmeld she may take.

Domination (Ex): Beast Saviours are strict and their minions know it. If an allied non-Humanoid ever fails a roll and is in Line of Sight, the third-level Beast Saviour can use an Immediate action to allow them to re-roll, adding her Charisma modifier as a bonus (minimum +1).

Magichange! (Su): the level four Beast Saviour unlocks the secrets of Magichange. She gains Magichange Specialist as a bonus feat, and can substitute her Hit Dice for her Base Attack Bonus for determining abilities and bonuses gained from it.

Call Me Queen (Ex): the level five Beast Saviour excels at exerting her will on others. With a Standard action, she can nominate a 10' radius Spread in Close range. All non-Humanoid allies in the area gain a +4 Enhancement bonus to all Ability Scores, and all enemies in the area must pass a Will save (Charisma-based) or Cower. Both effects end at the start of her next turn.

Bonus Feat: at level six, the Beast Saviour gets a bonus feat. It can be any Leadership feat, Animal Affinity, Dreadful Demeanour, Legendary Wrangler, Many-Faced or Mounted Combat.

Pack Orders (Ex): with a Full Round action, the seventh-level Beast Saviour can call an order out to all non-Humanoid allies within earshot, that they obey with an Immediate action:

- Attack: if possible, they make a single attack, or a charge, adding her Charisma modifier to damage rolls.
- Defend: they each make a 5' step closer to her, and until her next turn they add her Charisma modifier to Armour Class and Attacks of Opportunity.

Improved Magichange! (Su): at level eight, the Beast Saviour treats her Base Attack Bonus as 16 for the purpose of gaining abilities and bonuses from Magichange Specialist, and furthermore may dual-wield Magichanged creatures, using the same action to grab both at once if she so desires.

Domesticate (Ex): the ninth-level Beast Saviour domesticates her creatures... or subjects them to crazy bondage and the like. It's best not thought about. At any rate, they all become socially acceptable to keep around the place, and they all gain the Elite array if they were previously using the 10s and 11s (default) array.

Beast Legend (Su): at level ten, the Beast Saviour is a pure master of her minions – and skilled at getting more. When she elects to hit with the effect of a Pokeball, she instead delivers the effect of a Master Ball (Charisma-based Save DC). Additionally, any non-Humanoid ally adjacent to her or sharing her space deals double whatever damage they roll for any kind of attack or ability. This includes her own attacks when wielding Magichanged foes.

Assumed Entry:

Totemist 5

BEAUTY QUEEN

"You can call me... queen"

The Beauty Queen is a class for those who want to be Etna. It's about being sexy – or at least thinking you are – and imposing your will on other people. There's a bit of Sphere access, and you generally enjoy having a variety of supernatural defences and charming abilities.

Requirements:

Skills: Diplomacy 12 ranks

Special: ability to cast Charm Person or Charm Monster

Hit Die: d8

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

The Beauty Queen gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+1	+2	+0	+2	Title, Sexy-Sexy
2	+2	+3	+0	+3	Sphere
3	+3	+3	+1	+3	Magic Tea Party, Power of Love
4	+4	+4	+1	+4	Sphere
5	+5	+4	+1	+4	Title, Aura of Beauty

Title (Ex): the Beauty Queen has an actual Title: [Pretty Demon] or [Beauty Queen]. Any Detect spell that would pick up her alignment reveals this Title. Beauty Queens are always considered to be dressed in stylish, fashionable and situation-appropriate clothing, whether clad in sack-cloth, full plate and blood, or just a smile. The Title also entitles her to her own Demi-plane to call her own, which she can transport herself to and from by chanting for an uninterrupted minute. Sadly, it is only a single 5' square per hit die, with a bed and maybe a small garden.

At level five, her Title changes to [Sex Goddess] or [The Prettiest Outsider], and the Demi-plane's size suddenly becomes one 50x50' square per hit die, with lavish furnishings and fawning sycophants (single hit die noncombatant Outsiders or basic Prinnies). More importantly, anyone who becomes aware of her Title (by using any True Name/Power Word ability on her, simply being told by her as a Swift action or Detecting any of her alignments) must make a Will save (Charisma-based) or be Charmed for 3 rounds.

Sexy-Sexy (Ex): with a Move equivalent action, a Beauty Queen may make erotic noises and/or suggestive gestures that have strong effects on people. Anyone within 30' who could safely be assumed to be attracted to her vague type ("humanoid-looking members of her apparent sex") becomes awkward, which translates as a -2 Morale penalty on all d20 rolls for one minute.

Additionally, she may add her Charisma modifier as an Armour Bonus to Armour Class as long as she is at least mostly nude. This Armour Bonus receives an Enhancement bonus as though it were Magic Armour, of +1 per 3 Hit Dice (round up).

Sphere (Sp): at levels two and four, the Beauty Queen gains access to a Sphere. She can either select a new one and gain Basic access, or upgrade an existing one from Basic to Advanced or Advanced to Expert.

Magic Tea Party (Su): at third level, the Beauty Queen learns the arts of the Magic Tea Party. This is a magical ritual that takes one hour to prepare, and then 1d4 hours and 2d6x100 Hell to actually perform. Everyone voluntarily taking part in the tea party is unable to perform any hostile actions (or order/ask others to do the same) against anyone else in the tea party for 24 hours afterwards, and they will all automatically regard the host (the Beauty Queen) as a close friend for one week or until she does something to affect this friendship. Additionally, everyone leaves the tea party feeling refreshed and invigorated - all lost HP are restored, and Poisons and Diseases are removed, and each participant gains a +6 Insight bonus on the next D20 roll they make, providing it happens within one day.

Power of Love (Su): starting at level three, the Beauty Queen learns to harness love. Firstly, she transcends simple things like "what people are normally attracted to", so her Sexy-Sexy ability works on anyone and anything, even things immune to [Mind Affecting] effects.

Secondly, after any lengthy conversation, sexual encounter or private time with a person, the other must attempt a Will save (Charisma-based). If they fail, they are subject to an Emotion* effect that lasts for one day per level, plus an additional number of days equal to her Charisma modifier.

Finally, if a person is deemed to be in love with her (even if it's just caused by the Emotion effect), then as long as they can hear her, she may do either of the following with but a word (a Swift action):

- Force the target to make a Will save (same DC) or die as their heart breaks.

Become overjoyed, regaining 5d6+Cha HP and being rid of any Morale penalties and negative levels.

*Emotion

Enchantment (Compulsion) [Mind-Affecting]

This spell arouses a single emotion of the character's choice in the subjects. The character can choose any one of the following versions:

Friendship: The enchanted creatures react more positively toward others. Their attitude shifts to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful). Creatures involved in combat, however, continue to fight back normally. Emotion (friendship) dispels Rage.

Hope: The enchanted creatures gain a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. Emotion (hope) dispels Crushing Despair.

Aura of Beauty (Ex): at level five, the Beauty Queen develops an aura of beauty. She looks beautiful all the time, with people simply being amazed that she can keep her appearance so fantastic. All allies within 15 feet of her gain 1/2 Concealment if she wishes them to, as all eyes are on her, and she gains what is effectively a Gaze attack: any foe who views her naked (or mostly-naked) body must succeed on a Fort save (Charisma-based) or die instantly. If they save successfully, they are immune for the rest of the day.

Assumed Entry:

Empusa *Anything* 9

CARNAGE DENIZEN

“Reaching the Land of Carnage is very dangerous... and once you’re there, you meet people like me.”

Carnage Denizens are some of the fiercest monsters out there – they’re mean, and strong, and have millions of hit points. Living in the Land of Carnage, where everything is harder, they have to. But they make great allies, absorbing attacks like no-one’s business, and are great for Magichanging too!

Requirements:

Race: any non-Humanoid

Skills: Survival 13 ranks

Feats: Great Fortitude

Hit Die: 20 HP per level (modified by Constitution)

Skill Points: 2 + Intelligence Bonus

Weapon and Armour Proficiency:

The Carnage Denizen gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+1	+2	+0	+2	Grand Survivor, One-Shotter
2	+2	+3	+0	+3	Mettle, Walking Boots
3	+3	+3	+1	+3	Magichanger
4	+4	+4	+1	+4	Hellscape Survivor
5	+5	+4	+1	+4	Improved Mettle, Walking Boots
6	+6	+5	+2	+5	Summon the Dark Sun, Better Magichanger

Grand Survivor (Ex): the Carnage Denizen knows all the tricks to surviving out in the Land of Carnage. He may add his ranks in Survival as a Competence bonus to Hide and Move Silently checks. Additionally, any time he is afflicted with a condition he does not want, he may “shed” the effect, losing 20 HP (ignoring DR and Regeneration) to drop the effect.

One-Shotter (Ex): Carnage Denizens know how important it is to one-shot someone: if you don't win with the first hit, you won't get a second one. They may store all their power up, to unleash bigger attacks – ideal for teleport ambushes, or smacking enemies who are tied up with other foes. With a Standard action, a Carnage Denizen may “store” power. Then, on his next turn, the first successful melee attack he makes deals an additional 2d6 damage per hit die. If he doesn't unleash it on the next turn, it is lost.

Mettle (Ex): starting at second level, any time the Carnage Denizen is hit by an effect with a Fort or Will save for Partial, and makes the save, he suffers no effect, treating it as Save Negates.

Walking Boots (Ex): At levels 2 and 5 a Carnage Denizen's experience fighting on strange towers and in strange lands grants him special abilities related to that terrain experience. Every time he gains one of these Terrain-based abilities he also gains a cumulative +2 bonus to all Survival tests to represent general landscape experience from these transferable skills.

- Cave Crawler: the Denizen suffers no penalty for squeezing, and his Speed is not reduced in poor visibility
- Cliff Jumper: uneven stone gives no movement penalty to the Denizen, and he gains a Climb Speed equal to half his Land Speed
- Ice Skater: the Denizen suffers no effects from cold weather, and gains Cold Resistance equal to his HD
- Fire Walker: the Denizen suffers no effects from hot weather, and gains Fire Resistance equal to his HD
- Swamp Beast: the Denizen is immune to Nausea, and doesn't treat waterlogged terrain as Difficult Terrain
- Waste Warrior: the Denizen is unaffected by ash clouds and dust storms, takes twice as long to dehydrate and suffers only half damage from desiccation effects
- Jungle Commando: the Denizen can move through vegetation as if it wasn't there, treats plant-based Cover as one step better in *both* directions, and is not hurt or entangled by magical plants (such as Entangle or Briar Web)

Magichanger (Su): at level three, the Carnage Denizen can Magichange into a weapon as a Standard action, automatically equipping himself to an adjacent consenting ally, who may immediately make one melee attack. Any time he does this, the ally is treated as having the Magichange feat with a Base Attack Bonus equal to their Hit Dice or his own, whichever is higher.

Additionally, he may use a Standard action to “fuse” with an adjacent ally of the same race. They form one body one Size Category larger, using the best of the two for all ability scores, modified by size as normal. All class features are retained, and he has control of the body. After three rounds, the effect ends and they separate.

Hellscape Survivor (Ex): starting at level four, the Carnage Denizen has Energy Resistance 15. The default is Fire, but he can change it each round with a Swift action. Also, he does not suffer from harmful Planar effects, although Gravity and Time affect him normally.

Improved Mettle (Ex): at level five, the Carnage Denizen who fails a Fort or Will save only suffers the effects that are normally suffered for *passing* the save. This is not in turn reduced to Negated.

Summon the Dark Sun (Su): the sixth-level Carnage Denizen can open a Travel Gate to and from the Plane of Fire at will. Also, once per hour he may actually call the Dark Sun up, creating a Darkness effect with a radius of one mile per Hit Die. Additionally, every round for three rounds, all creatures within 100' of him suffer 10d6 Fire damage with a Fort save for half (Constitution-based). They also gain the [Evil] subtype for the duration, and can thus be hit by Holy Word and so on.

Better Magichanger (Su): at level six, the Carnage Denizen treats his Base Attack Bonus as 16 for the purpose of determining bonuses and abilities when Magichanging. Additionally, he may Magichange when “fused”, treating the weapon as one size category larger for the purpose of damage and reach, and gaining an Augment Critical effect.

Assumed Entry:

Efreeti Knight 4

CARNAGE PRINCESS

"Come here and let me cut you, k?"

Carnage Princesses chop people up with swords. That is their specialty. They move about fairly rapidly, able to traverse battlefields that are covered in other people's blood and muscle tissue, and then, once they're close? They unleash a special sword technique designed to killify people.

Requirements:

Base Attack Bonus: +5

Feats: Combat School (covering Long Swords, Bastard Swords or Great Swords)

Special: even if male, not royalty, or both, the character is still a princess upon entering this class

Hit Die: d10

Skill Points: 2 + Intelligence Bonus

Weapon and Armour Proficiency:

The Carnage Princess becomes proficient with every weapon with the word "Sword" in the name.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+1	+2	+0	+2	Thousand Swords, Blood Walker
2	+2	+3	+0	+3	Blade Rush
3	+3	+3	+1	+3	Hurricane Slice
4	+4	+4	+1	+4	Gore Shower, Euthanasia
5	+5	+4	+1	+4	Stabbing Frenzy
6	+6	+5	+2	+5	Dis-Arm
7	+7	+5	+2	+5	Winged Slayer
8	+8	+6	+2	+6	Felony: Too Many Murders
9	+9	+6	+3	+6	X-Dimension Cut
10	+10	+7	+3	+7	Dimensional Slice

Thousand Swords (Ex): the Carnage Princess never runs out of swords – she always seems to have one on her and can pull one from nowhere with a Free action. They are basic trash, but she treats them as Basic Magic Weapons. The swords can be Great Swords, Long Swords or Bastard Swords. Additionally, she may make an attack with any of the above weapon types as a Swift action.

Blood Walker (Ex): the Carnage Princess is so used to walking on blood that she never slips on liquids – blood, grease, napalm, oil, water and so on.

Blade Rush (Ex): a second-level Carnage Princess does not have to target the nearest opponent or even move in a straight line when charging. What's more, she may attack everyone she moves adjacent to for the charge.

Hurricane Slice (Su): with a Standard action, the Carnage Princess can make a pair of melee attacks against the same opponent who has an empty square adjacent to them and opposite her. She moves so fast as to flank them with herself, and each successful hit deals an additional 2d6 Sonic damage. Additionally, if either attack scores a critical hit, then they are both critical hits.

Gore Shower (Ex): whenever a fourth-level Carnage Princess kills a Medium or larger creature with a melee weapon, the target sprays blood everywhere in a 20' radius spread. This is treated as a Mist that lasts for one round, granting Concealment, however she can see through it just fine. The following round, it effectively makes a Grease effect for 1 minute. Additionally, all in the area aside from her must pass a Fort save when it first happens (DC 10 + half the target's Hit Dice + target's Con mod) or be Nauseated for 1 round.

Euthanasia (Ex): at level four, the Carnage Princess gets Murderous Intent as a bonus feat. If she already has this, or selects it later, then she may make a Coup de Grace against foes who are simply Nauseated, Cowering or Exhausted.

Stabbing Frenzy (Ex): the fifth-level Carnage Princess becomes lightning-fast with her swords. When using any weapon her Combat School covers, she may use a Full Round action to make a single attack roll, which applies against every adjacent opponent. She cannot score Critical Hits, but gets one hit for every point her attack roll beats the target's Armour Class by.

Dis-Arm (Ex): any time a sixth-level Carnage Princess Power Attacks a foe with a Slashing weapon and deals at least 25% of the foe's maximum hit points in damage (after DR) with the one hit, one limb is lopped off. If it's a leg, the target can only crawl 5' with a Move action and can't stand (excepting some creatures with heaps of legs). If it's an arm, it cannot use it to attack, cast spells etc. Other weird limbs should do something similar.

Winged Slayer (Su): with a Standard action, a level seven Carnage Princess can launch herself into the air, making one attack which applies against every foe in a Short Cone. This counts as charging, so all benefits and penalties for charging apply. At the end of the attack she lands anywhere she likes that is adjacent to the cone. Every successfully hit target in the cone suffers an additional 1d6 Sonic damage per target that is inside the area.

Felony: Too Many Murders (Su): starting at level eight, the Carnage Princess is guilty of murdering too many people, but that's okay. She gains a Divine Power effect any time she kills someone, for a number of rounds equal to the victim's CR (less than CR 1 = zero).

X-Dimension Cut (Ex): with a Standard action, the ninth-level Carnage Princess can try to chop someone into Hell. She makes a single attack as a Melee Touch Attack, and if it hits, it deals 10d4 Negative Energy damage in addition to the usual damage, and the target must then pass a Will save (Strength-based) or be sent to Hades. This ability only works with weapons covered by her Combat School. If she scores a critical hit, this bonus damage actually multiplies as well.

Dimensional Slice (Ex): at level ten, the Carnage Princess has unlocked the final art, learned from a gym teacher or something. With a Standard action, she slices a 30' long line and makes a Melee Touch Attack. All in the line who would be hit by the roll are instantly sent to Hades with no save. Also she may use a Standard action to hack a Travel Gate into existence for one minute.

Assumed Entry:

Human Samurai 5

CHEERLEADER

*“Give me a Z! Give me an E! Uh... no, I said give me **an** E, not give me **some** E...”*

The Cheerleader exists to spread bonuses around and make the whole team better at fighting. This does include her own abilities, so it's not like she just dances and everyone else reaps the rewards, however the Cheerleader very much exists as a team player. The more people in the party, the more useful she is, as the bonuses are for everyone.

Requirements:

Feats: Expert Tactician, Steady Stance

Skills: Perform (including Dance and Oratory) 8 ranks, Balance 8 ranks

Hit Die: d6

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

The Cheerleader gains proficiency with the Mace and Fan.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Other:
1	+0	+0	+2	+2	Rage Cheer	-
2	+1	+0	+3	+3	Snowflake Dance	Advancement
3	+2	+1	+3	+3	Hero Cheer	-
4	+3	+1	+4	+4	Speed Dance	Advancement
5	+3	+1	+4	+4	Braveheart Cheer	-
6	+4	+2	+5	+5	Power Dance	Advancement
7	+5	+2	+5	+5	Vigour Cheer	-
8	+6	+2	+6	+6	Righteous Dance	Advancement
9	+6	+3	+6	+6	Saintly Cheer	-
10	+7	+3	+7	+7	Monster Dance	Advancement

Cheers (Sp): at every odd level, the Cheerleader gains access to a Cheer. A Cheer is a [Sonic] [Language-Dependent] effect that affects all allies within earshot. It requires a Move-Equivalent action to activate, and lasts for a number of rounds equal to the Cheerleader's Charisma modifier (minimum 1 round). Activating another Cheer automatically ends any ongoing Cheers. Using a Cheer imposes a +20 bonus to the Listen checks of anyone trying to hear the Cheerleader, and is impossible if muted or in an area of silence.

At first level, she gains the Rage cheer, which duplicates the *Rage* spell on those affected. At third level, she gains the Hero cheer, which duplicates a *Greater Heroism* effect. At fifth level, she gains the Braveheart cheer, which bestows a *Braveheart* effect. At seventh level, she gains the Vigour cheer, which grants a *Greater Vigour* effect, and at level nine she gains the Saintry cheer, which bestows a +6 Sacred bonus on all ability scores, a +6 Luck bonus to Armour Class, a +6 Morale bonus on all Saving Throws, and immunity to [Fear] effects, however it also leaves her Fatigued.

Dances (Su): at every even level, the Cheerleader gains access to a Dance. A Dance cannot be performed if unable to move, Prone, Entangled or Grappled, and requires a Standard action to start. Each round it requires only a Swift action to maintain, and the effects end as soon as it is no longer maintained. Some dances affect allies, some affect enemies, and some just affect her.

At second level, the Cheerleader gains the Snowflake Dance. When active, she may add her Charisma modifier as a Dodge bonus to her Armour Class and Reflex Saves, and as a Morale bonus on her damage rolls. At level four, she gains the Speed Dance, which grants all allies within line of sight (including herself) a *Haste* effect. At sixth level she gains the Power Dance, which bestows a *Divine Power* effect on all allies within line of sight (including herself). At level eight she gains the Righteous Dance, which grants all allies (including herself) the effects of *Righteous Might*, and at tenth level she gains the Monster Dance, which allows her to strangely emulate any of the following creatures, changing as she wishes on a round-to-round basis, to affect all enemies within line of sight:

Alraune: enemies who fail a Fortitude Save (Charisma-based) fall Asleep for the duration.

Empusa: enemies who fail a Will Save (Charisma-based) are Fascinated for the duration.

Eryngi: enemies who fail a Fortitude Save (Charisma-based) become Sickened for 1 hour.

Prinny: enemies who fail a Will Save (Charisma-based) become Confused for 1 hour.

Advancement: every even level, the Cheerleader may gain one of the following as an improvement to her existing abilities before entering this class:

- Spellcasting: +1 Caster Level (along with Spell Levels, Spells Per Day, Spells Known etc)
- Sneak Attack: +1d6 Sneak Attack
- Death Attack: +2d6 Death Attack
- Fighting Styles: gain 1 Fighting Style, and Monk level is treated as 1 higher for the purpose of gaining access to better Fighting Styles
- Soulmelds: gain 1 Soulmeld, and Totemist level is treated as 1 higher for the purpose of gaining access to better Soulmelds and gaining additional Chakra
- Designate Opponent: +2d6 Designate damage

Assumed Entry:

Human White Mage 5

CROP DUSTER

"I can't help it, I just keep flying towards the bonfire..."

The Crop-Duster is one of the perfect prestige classes for the Moth Man – indeed, it is the prestige class your average high-level Moth Man is assumed to have. He gets hella fast flight, as well as a variety of debilitating effects that help slow enemies down and disable their offences. He probably can't survive going toe-to-toe in close combat, but that doesn't matter, because he can certainly escape it if it doesn't work out for him.

Requirements:

Race: Moth Man

Skills: Tumble 10 ranks

Base Saving Throws: Reflex +3

Hit Die: d6

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Crop Duster gains no new proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Fly Speed Boost:
1	+1	+0	+2	+2	Hypnosis	10'
2	+2	+0	+3	+3	Sonic Pulse	20'
3	+3	+1	+3	+3	Nightmare Cocoon	30'
4	+4	+1	+4	+4	Swarm... of MOTHS	40'
5	+5	+1	+4	+4	Hell Diver	50'
6	+6	+2	+5	+5	Deathwind	100'
7	+7	+2	+5	+5	Devil Dust	200'

Hypnosis (Su): any turn in which the Crop Duster moves so as to create a “loop” of movement, it may use a Swift action to force all inside the loop to make a Will save (Intelligence-based) or fall asleep for 3 rounds.

Fly Speed Increase (Ex): as the Crop Duster gains levels, its Fly Speed increases. The bonus listed is the *total* gained from this class, so +10 then +20, not +10 then +10+20=+30.

Sonic Pulse (Su): a second-level Crop Duster can use a Standard action to screech, making a 30' cone that deals 1d6 Sonic damage per hit die, with a Will save for half (Intelligence-based). Those who fail the save become Confused for 3 rounds.

Nightmare Cocoon (Su): with a Standard action, a level three Crop Duster can surround a foe in Close range with a giant cocoon. They are entitled to a Reflex save (Intelligence-based), and if they fail, are trapped inside it for one minute. They are paralysed, though cannot be physically attacked inside it. On the other hand, they can't breathe, either.

Swarm... of MOTHS (Ex): at level four, the Crop Duster can use a Full Round action to call an army of moths in as allies. It creates a Hellmoth Swarm (treat it as a Swarm of Wasps), which is loyal to it, but only one such swarm can exist at a time.

Hell Diver (Ex): when a level five Crop Duster makes a charge attack against a foe who is lower than it and moves at least 50 feet to make the charge, the attack deals +10d6 extra damage.

Deathwind (Ex): when a level six Crop Duster makes a charge attack, there is a concussive wave that extends 50' out from the Crop Duster. All creatures (except for the Crop Duster itself) in the area take 1d8 Sonic damage per 2 Hit Dice, with a Reflex save for half (Intelligence-based). Those who fail the save are also knocked Prone.

Devil Dust (Ex): against any melee attack, a level seven Crop Duster has Concealment, gaining a 50% Miss Chance against the attack. Additionally, any round in which it moves at least 50 feet, it gains 3 Mirror Images that last until the beginning of its next turn (or until destroyed).

Assumed Entry:

Moth Man Assassin 7 or Barbarian 9

CUPID

"Shot through the heart, and I'm to blame, I give love a GREAT name!"

The Cupid is the most legendary archer ever. She shoots people with the POWER OF LOVE! Also with arrows. Furthermore, she sidelines as a pop idol, capturing the hearts of millions of adoring fans. She can also fix relationships between people – or make them happen in the first place. The Cupid can bring a lot of joy to the world, and she can stop people taking it away by killing them.

Requirements:

Base Attack Bonus: +5

Feats: Sniper

Skills: Diplomacy 8 ranks

Proficient: Longbow

Special: must be an agent of LOVE! This is a roleplaying thing.

Hit Die: d6

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Cupid is proficient with every weapon that has the word "Bow" in the name.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+1	+0	+2	+2	Floating Feathers, Charm Person
2	+2	+0	+3	+3	Bow Launcher, Spiral Shot
3	+3	+1	+3	+3	Shot Through the Heart
4	+4	+1	+4	+4	Flying Feathers, Love Shot
5	+5	+1	+4	+4	Charming Archery
6	+6	+2	+5	+5	Zielreigen
7	+7	+2	+5	+5	Soaring Wings, Charm Monster
8	+8	+2	+6	+6	Heart-Piercing Shot
9	+9	+3	+6	+6	Comet Seeker
10	+10	+3	+7	+7	Heart-Breaking Shot

Floating Feathers (Ex): the Cupid has a constant Featherfall effect.

Charm Person (Sp): the Cupid may cast Charm Person at will. The save DC is Charisma-based and she may in fact choose the object of their affections – effectively treating it as though a secondary target had cast the spell instead.

Bow Launcher (Ex): with a Standard action, a second-level Cupid can launch herself from her bow, snatching it up with her as she goes. Effectively, she may launch herself out to anywhere in her first three Range Increments.

Spiral Shot (Ex): starting at second level, the Cupid's arrows always penetrate any kind of Damage Reduction and ignore Hardness. She can in fact tunnel through even stone or adamantine walls at the rate of one 5' cube per arrow by using the drilling effect of Spiral Power.

Shot Through the Heart (Su): with a Standard action, a level three Cupid can fire an arrow at someone that does zero damage. If it hits, though, the target must pass a Will save (Charisma-based) or suffer a Suggestion.

Flying Feathers (Ex): at level four, the Cupid gains a Fly speed of 30' (Average).

Love Shot (Su): also at level four, the Cupid may shoot someone with LOVE as an Attack action. If the attack hits, it deals Non-lethal damage and the target must pass a Will save (Charisma-based) or be Charmed for one minute.

Charming Archery (Ex): a fifth-level Cupid may use her Charisma modifier on ranged attacks instead of her Dexterity modifier, if she so wishes. She may also add her Charisma modifier to the damage roll.

Zielreigen (Su): at level six, the Cupid knows how to launch a fiery explosive burst of arrows. With a Standard action, she can target a 10' radius burst anywhere in her first Range Increment, and make an Attack Roll. All enemies in the area who would be hit by this *are* in fact hit by this, and also suffer an additional 1d6 Fire damage per hit die.

Soaring Wings (Ex): at level seven, the Cupid's Fly Speed improves to 60' (Good).

Charm Monster (Sp): the seventh-level Cupid can cast Charm Monster at will. The save DC is Charisma-based.

Heart-Piercing Shot (Su): at level eight, the Cupid can pierce people's hearts with her arrows, drowning them in sorrow as well as injuring them. With a Standard action, she may fire an arrow at a target, and if it hits, it is an automatic Critical Hit, additionally forcing the target to make a Will save (Charisma-based) or be Helpless for one round. After the helplessness, they cry for 4 rounds, granting everyone Concealment against them and treated as though Sickened. Even if they pass the save, they are in tears for 1 round.

Comet Seeker (Ex): with a Standard action, the level nine Cupid can actually drop a comet on her foes. She makes one Attack Roll against a 30' radius burst anywhere in her first Range Increment, and those who are hit get smacked by a comet for 6d6 Bludgeoning damage and 4d6 Cold damage. Furthermore, all within a 50' radius of the original point of impact take 10d6 Sonic damage with a Reflex save for half (Dexterity-based). Those who are hit by the attack roll get no save.

Heart-Breaking Shot (Su): at level ten, the Cupid can flat-out kill someone with an arrow to the heart. She makes an Attack roll as a Full Round action, and if she hits, the target must make a Fortitude save (Dexterity-based or Charisma-based, her choice) or die. This is not a [Death] effect.

Assumed Entry:

Human Assassin 5

CYCLONE RIDER

"You've called down the thunder... now reap the whirlwind."

Cyclone Riders are the Green Mages who think big. Bigger than the biggest hurricanes or twisters, that is. They consider Jupiter's storm to be a good starting point, and look forward to not only tearing everything up, but also managing to be everywhere at once, just like the wind, and telling other people where they have to stand.

Requirements:

Feats: Elusive Target

Skills: Knowledge (Nature) 18 ranks

Special: Wind Blast class feature, Weather Control class feature

Special: must have some method of staying aloft, and a preference for actually doing so as opposed to walking

Hit Die: d6

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Cyclone Rider gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+2	+2	+0	Furious Thunder, Terra Wind
2	+1	+3	+3	+0	Winds of Change, Peta Wind
3	+2	+3	+3	+1	Aero Rush, Zeta Wind
4	+3	+4	+4	+1	Exa Wind
5	+3	+4	+4	+1	Tempest God, Hella Wind

Furious Thunder (Su): the thunder of the Cyclone Rider is so powerful that it can launch people away and force them to keep their distance. Anyone who fails their save against his *Thunder Clap* is hurled 1d6x10' directly away and lands Prone. If the movement is blocked by a solid object, the target falls prone upon reaching the barrier and takes 1d6 Bludgeoning damage for every 5' of movement prevented. Anyone affected by this ability is physically unable to get closer to the Cyclone Rider during their next turn in any way - even via Teleportation. The turbulence just forces them back no matter what.

Every additional class level adds another 1d6x10' to the distance foes are hurled.

Terra Wind (Sp): each day, the Cyclone Rider can summon a number of *Cyclonic Ravagers* equal to his class level, whether it be all at once or one at a time. When summoned, they remain for one hour or until killed, then disappear back to wherever they came from. This is the equivalent of an eighth level spell.

Peta Wind (Sp): starting at second level, the Cyclone Rider can call up immense storms of great power. It takes only a Standard action to cause one to appear, however the storm only lasts as long as he concentrates on it. It is 100' in radius and a mile high, slowly moving in any direction he wishes it to at the speed of 50' per round. Anyone caught in the area must make a Fortitude Save or immediately be sucked in, taking 100 Sonic damage. They will then suffer 100 Sonic damage every round until they either escape (by passing a Reflex Save on its turn and falling out adjacent to it after it moves) or are killed, in which case the body is flung 1d6 miles away.

Every round that someone is trapped, they are pulled 50 feet upwards. This may mean that they suffer falling damage or discomfort upon landing. This is the equivalent of a ninth level spell.

Winds of Change (Su): the second-level Cyclone Rider can manipulate the elements, and fashion things closer to the deadly storms that lie within his domain. Any time he deals Sonic damage, he may instead elect to deal Electricity damage, or half-and-half. Any time he deals Electricity damage he may instead deal Sonic damage or half-and-half.

Likewise, any time he would normally deal Fire damage, he may elect to deal Electricity damage, and any time he would normally deal Cold damage he may instead deal Sonic damage. These cannot be further swapped.

Aero Rush (Su): the third-level Cyclone Rider is able to *Teleport Without Error* at will, with a maximum range of "anywhere on the same plane". Doing so causes a loud boom of thunder at both points of the teleportation.

Zeta Wind (Sp): at third level, the Cyclone Rider can cause an updraft to hurl an opponent into the air and nail them to the sky with merely a Standard action. The foe is entitled to a Reflex Save, but if they fail they are rendered Helpless, and every round are buffeted by turbulence, scorched by the sun, bombarded with gamma radiation... and this all equates to 100 Sonic damage per round. Furthermore, they are directly surrounded - all the way up to their 10 mile height and over their head - by a Greater Whirlwind that is created from magical force. Anyone who wants to rescue them must pass the Fortitude Save to not get caught in the whirlwind, then must have a way of breaking Force effects. If they can do that, they merely need break through to the centre and fly up, where simply grabbing the victim will end the effect.

The victim will only be released once rescued, once slain, or once the Cyclone Rider breaks concentration. Additionally, every 1d4 rounds a bolt of lightning hits the victim and surges through them, channelled through them to a second target of the Cyclone Rider's choice. This deals 50 Electricity damage with a Reflex Save for half. Note that the victim of the effect is Helpless, so automatically fails the save. This is the equivalent of a ninth level spell.

Exa Wind (Sp): by concentrating for a full 24 hours, the fourth-level Cyclone Rider may create his own plane, as though casting Genesis. The plane has a radius of 5 miles per hit die possessed by the Cyclone Rider, and is one massive hurricane, filled with wind currents, lightning, clouds and tornadoes. Every round someone spends there, they suffer 100 points of Sonic damage with a Fortitude Save for half, and failing the save results in becoming Deaf and Confused until they leave the area. With a Full Round action, the Cyclone Rider can designate a number of targets equal to his character level, all within Long Range, and force them to attempt a Will Save. Those who fail are transported to his Tornado Plane.

Furthermore, the Cyclone Rider may declare people immune to all negative effects of the plane, finding it peaceful and pleasantly breezy wherever they go, if he wishes. He may likewise travel to and from there at will, and can revoke the immunity on a whim. He can only go to the plane, or send others there, if he has already created it.

Attune Form can be used to treat the individual as though declared immune, and as this immunity is not granted by the Cyclone Rider, he cannot revoke it. This is the equivalent of a ninth level spell.

Tempest God (Ex): at level five, the Cyclone Rider is a full-blown deity. He has Divine Rank 1 and all that entails, with the Portfolio of "Air/Wind" and the Domains of *Windstorm* and *Travel*. His Salient Divine Ability is as follows: He may create "Absolute Zones" with a Standard action at will, each one with a one-mile radius. Nothing can enter or leave the Absolute Area until he dismisses them with a Swift action. They are impenetrable by Planeshift, Teleport, Gate, ethereal or incorporeal beings, simply walking/flying/burrowing/climbing and so on. Creatures are just stuck on the side they happen to be on, unless they pass an opposed test: their HD + Int vs his HD + Cha + Divine Rank (1), where they figure out that by standing adjacent to the side they can throw someone just through it to the other side. Some claim it's cheating, but that's how Overlords roll. He can maintain a number of Absolute Zones at a time equal to his Charisma bonus.

Furthermore, although he is subject to any usual restrictions on deities, often involving being forced out of the Prime and into her own Plane, he gains a most loyal and devout worshipper, who has a Challenge Rating of 18 and should be a Green Mage, Cleric or someone with the [Air] subtype. This worshipper is able to summon him to their current plane once per day for a minute at a time, letting him interfere with the mortal world.

Hella Wind (Sp): at level five, the Cyclone Rider can use a Full Round action to cast Hella Wind. Although it requires concentration to maintain, he can keep it up more or less indefinitely. He is in the eye of a storm, the storm extending in a 20 mile radius. All in the area who he does not declare immune must pass a Fortitude Save every round. Failure results in taking 150 Sonic damage and being hurled back 1d6 miles. Additionally, all forms of Electricity damage in the area deal maximum damage.

Assumed Entry:

Green Mage 15

DEATH ACROBAT

"Can't catch me, can you? Well... CATCH THIS!"

Not everybody needs the latest in fancy new swords with special curves, spines and mercury weights. Some can manage just fine with your everyday household dagger. That's the Death Acrobat: someone who moves blindingly fast, striking with precision and harming people with short blades, all the while staying out of reach.

Requirements:

Skills: Balance 10 ranks, Jump 10 ranks, Tumble 10 ranks

Proficient: Dagger

Special: Sneak Attack

Special: if the character has a Fly speed of Good or Perfect manoeuvrability then the ranks in Jump are unnecessary.

Hit Die: d6

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

The Death Acrobat gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+1	+2	+2	+0	Poison Use, Sniper's Edge
2	+2	+3	+3	+0	Trick Blade, Speedy +10'
3	+3	+3	+3	+1	Pinning Dagger, Sneak Attack +1d6
4	+4	+4	+4	+1	Aero Striker, Speedy +15'
5	+5	+4	+4	+1	Illusion Hunt
6	+6	+5	+5	+2	High-Flyer!, Speedy +20'
7	+7	+5	+5	+2	Raging Fangs
8	+8	+6	+6	+2	Firestorm Stab, Speedy +25'
9	+9	+6	+6	+3	Outlaw Blade, Sneak Attack +2d6
10	+10	+7	+7	+3	Showtime!, Speedy +30'

Poison Use (Ex): the Death Acrobat is able to use Poison without risking any mishaps.

Sniper's Edge (Ex): with Daggers (and only Daggers – though the MC may allow weapons that are dagger variants if the game feels a dirk, kunai or stiletto warrants its own write-up), the Death Acrobat enjoys a doubled critical threat range and multiplier, as with “Augment Critical”. This stacks with other such things. Additionally, with said weapons, he may use his Dexterity for attack and damage rolls instead of his Strength if he wishes.

Trick Blade (Ex): starting at second level, the Death Acrobat may feint as a Swift action, and furthermore, with a successful feint may elect to, instead of the usual effects, increase the threat range and critical multiplier of the Sniper's Edge weapons again (so, tripling them if no feats etc. apply). The decision must be made before any attack rolls.

Speedy (Ex): every even level, the Death Acrobat's base movement speed increases. At second level it is a mere ten feet faster, but it increases by five feet every two levels.

Pinning Dagger (Su): starting at third level, the Death Acrobat may spend a Standard action to throw a dagger he is wielding. If he has two daggers and the Two Weapon Fighting feat, he may throw both at the same target. If either dagger hits, the foe is Anchored in place for one round.

Sneak Attack (Ex): at levels three and nine, the Death Acrobat's Sneak Attack increases by 1d6.

Aero Striker (Ex): beginning at fourth level, any time the Death Acrobat attacks a foe who is lower than he is by at least 10 feet, all of his attacks with Sniper's Edge weapons deal double damage (not including extra damage dice from sources such as Sneak Attack) and 2 Dexterity damage. The foe only has to be lower than him at the start – if he elects to drop down and attack someone in close combat, that still works.

Illusion Hunt (Su): the fifth-level Death Acrobat can cast *Mirror Image* at will, though cannot re-cast it until the last image is destroyed. For every image remaining, he can consider one adjacent foe to be flanked, even if they are not. Furthermore, any time an enemy hits (and thus destroys) a mirror image with a melee weapon, the illusion manages to land a counter attack – or perhaps leave them open to his own counter? At any rate, doing so results in the foe taking Magical Slashing damage equal to 1d4 + the Death Acrobat's Dexterity modifier.

High-Flyer! (Su): at level six, the Death Acrobat gains a 30' Fly Speed, modified by the bonus from Speedy (making it 50' when it is first gained). This has Good manoeuvrability.

Raging Fangs (Ex): a seventh-level Death Acrobat may, with a Move action, declare any 15x15' square within Medium range, to be threatened. He may make ranged attacks of opportunity into the square with Sniper's Edge weapons.

Firestorm Stab (Su): the eighth-level Death Acrobat slices with blades of fire. He may elect for any attack he makes with a Sniper's Edge weapon to be resolved as a Touch Attack, although in this case all of the damage dealt is Fire damage and the target must pass a Reflex Save (DC 15) or catch fire.

Outlaw Blade (Ex): at level nine, the Death Acrobat learns a deadly technique, the Outlaw Blade. With a Full Round action, he may make a Move action that does not provoke Attacks of Opportunity, and make one attack against each foe he threatens at any point during the movement. For the purposes of flanking, he is considered to occupy every square he moves through at the same time, so may flank with himself. If any of the attacks is a critical hit, then every hit in this manoeuvre is a critical hit. This only works with Sniper's Edge weapons, and if he is wielding two such weapons and has the Two Weapon Fighting feat, which he probably does, he may make *two* attacks against each foe.

Showtime! (Su): the tenth-level Death Acrobat can almost magically make blades rain from the sky. With a Full Round action, he makes one attack roll, applying it against every single enemy he can see. All foes are denied their Dexterity bonus against this attack, and if he scores a critical hit, he may make an additional attack, which could in turn trigger another extra attack and so on until he stops getting critical hits. This only works with Sniper's Edge weapons, and because he is wielding two such weapons and has the Two Weapon Fighting feat, he may make *two* attacks against, applying both against each foe.

Assumed Entry:

Jester 7

DEFENDER OF THE EARTH

“Never fear, for Gordon, 37th defender of the Earth, is here to save you!”

The Defenders of the Earth are a proud line of people who put aside their own desires in the name of defending the Earth – usually against outside forces, but there have been times when they needed to defend it against its own governments and militaries. To become a Defender of the Earth, you need to cast aside your personal greed, and take up the lycra and a number. You should not pick 37 or 38 unless you actually are Gordon or Kurtis respectively.

Requirements:

Race: Human or Android

Alignment: any Good

Skills: Knowledge (Planes) 8 ranks

Special: must have the interest of the Earth/Humanity/Innocent Humans at heart

Hit Die: d10

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Defender of the Earth gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Other:
1	+1	+0	+2	+2	Take a Number, Good in Lycra	-
2	+2	+0	+3	+3	Heroic Voice!	Advancement
3	+3	+1	+3	+3	Against All Odds	-
4	+4	+1	+4	+4	Unbreakable Principles	Advancement
5	+5	+1	+4	+4	Heroic Flight!	-
6	+6	+2	+5	+5	Heroic Sidekicks!	Advancement
7	+7	+2	+5	+5	Heroic Vessel!	-
8	+8	+2	+6	+6	Enemy of Earth's Foe	Advancement
9	+9	+3	+6	+6	Heroic Sacrifice!	-
10	+10	+3	+7	+7	Heroic Spirit!	Advancement

Take a Number (Ex): at first level, decide on the number of the Defender of the Earth. That becomes his Title, such as [45th Defender of the Earth]. Nothing can *force* him to change his Title, though he can allow for Title changes if he so wishes. While this is his Title, he becomes immune to Negative Levels, Ability Damage, Ability Drain and [Death] effects. Additionally, he may re-roll his Initiative as well as failed Saving Throws.

Good in Lycra (Ex): the Defender of the Earth is best when clad in tight-fitting lycra or spandex. When wearing such – which is either generic Not Armour, or could conceivably be Magic Clothing, Spidersilk Armour, any kind of Skivvies, or Magic Membrane – he may add his class level to the Armour Bonus and Maximum Dexterity, as well as to all Jump and Balance checks. He also halves all Fire, Cold and Electricity damage suffered while wearing such “armour”.

Heroic Voice! (Su): at second level, the Defender of the Earth has a proper heroic voice, one that speaks out to everyone. As long as he has his [Defender of the Earth] Title, he may use any of the following as Supernatural abilities at will (Charisma-based):

- Shout
- Halt
- Rouse
- Power Word: Sicken

Advancement: every even level, the Defender of the Earth may improve on an existing class feature in some way. He may select any of the following:

- Sneak Attack: +1d6 Sneak Attack
- Fighting Style: gain a Fighting Style, treating his Defender of the Earth level as Monk levels for the purpose of gaining access to better types of Fighting Style
- Designate Opponent: +2d6 Designate
- Rage: +1d6 Rage Dice, Combat Movement +5'
- Soulmelds: gain one Soulmeld, treating his Defender of the Earth level as Totemist levels for the purpose of gaining access to better Soulmelds and additional Chakra.

Against All Odds (Ex): starting at third level, the Defender of the Earth can survive in any environment, no matter how weird. He does not suffer the negative effects of various planes, and likewise is unaffected by regular bad weather as per *Endure Elements*. Additionally, all of his attacks can affect swarms of any size just fine, dealing double damage like an area of effect, just because he's great at wiping out groups of small enemies. Likewise, when flanked by enemies, he gains the flanking bonus to his attack rolls as well.

Unbreakable Principles (Ex): at level four, the principles and ethics of the Defender of the Earth are so firm that he cannot be compelled to break them. He becomes immune to [Compulsion] effects, and cannot be made to go against what he considers right.

Heroic Flight! (Su): at level five, the Defender of the Earth can actually *fly*. As long as he has his [Defender of the Earth] Title, he has a Fly speed of 60' (Average).

Heroic Sidekicks! (Ex): at level six, the Defender of the Earth gains a Cohort, with the usual restrictions and limits, who is a heroic and loyal sidekick. Furthermore, as long as he refers to any ally as his loyal sidekick, he can grant them the [Sidekick] Title, displacing any other Titles they may have, to grant them a *Heroism* effect.

Heroic Vessel!: at level seven, the Defender of the Earth gains a nice spaceship that he innately knows how to pilot. It would be against his code of conduct to try to sell it or something similar, and if it gets damaged or destroyed, it becomes very expensive to repair. Expensive, but doable.

Enemy of Earth's Foe (Ex): Earth has some particularly vile enemies, and it is the duty of the Defender of the Earth to take them down. Against [Evil] Outsiders, Undead and Dragons, any Enhancement bonus he has to attack and damage rolls is 3 points higher (so if he has no bonus, it becomes +3), likewise his Deflection bonus to Armour Class. Furthermore, he deals +3d6 additional damage to them, and treats all of his weapons as having the *Ruinous* property against them.

Heroic Sacrifice! (Ex): at level nine, the Defender of the Earth learns the special double-suicide attack that is always a heroic sacrifice. As long as he has his [Defender of the Earth] Title, he may make a melee touch attack against a foe. If the attack hits, the foe suffers 10 damage per hit die the Defender possesses, with a Fortitude Save for half (Charisma-based). If he so wishes, he may reduce himself to -1 HP and deny the foe the saving throw altogether.

Heroic Spirit! (Su): at tenth level, the Defender of the Earth will live on forever. He gains Spell Resistance of 13 plus his hit dice, and immunity to Critical Hits. Furthermore, unless his corpse is utterly destroyed or his soul trapped/destroyed, he automatically returns from death 24 hours after being slain.

Assumed Entry:

Jester 7

DELINQUENT

"That's right, I have a 100% attendance record, and even did the homework they didn't set!"

In Netherworld schools, things tend to work a little differently: the high achiever honour students are those who never show up to a single class, who never do their homework, and who certainly don't show up to club activities. But then you get the real troublemakers, the Delinquents. They can be seen going to class, doing good deeds, forming support groups and other heinous acts.

Requirements:

Alignment: any Good

Skills: any 2 Knowledge skills 8 ranks

Special: must be considered a delinquent, trouble-maker or rule-breaker by the establishment

Hit Die: d6

Skill Points: 8 + Intelligence Bonus

Weapon and Armour Proficiency:

The Delinquent gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Other:
1	+1	+0	+0	+2	Don't Litter, Peaceful Hobby	-
2	+2	+0	+0	+3	Morality	Advancement
3	+3	+1	+1	+3	Help Your Peers, Punctuality	-
4	+4	+1	+1	+4	Volunteer	Advancement
5	+5	+1	+1	+4	Eco-Friend	-

Don't Litter (Su): Delinquents are good students who don't litter. Therefore, any time they kill an enemy, the corpse is Disintegrated.

Peaceful Hobby (Su): the Delinquent has some form of hobby that is supposed to be non-violent. It doesn't actually work out that way though. Select one Knowledge, Perform or Craft skill, or any other skill you can talk the MC into selecting (it will never be Use Magic Device or Diplomacy). The Delinquent may, as an Attack action, make a skill check with that skill, against a DC equal to the AC of an adjacent foe. If the skill check succeeds, the enemy takes damage equal to the skill check result and must make a Saving Throw (based on the ability score the chosen skill uses). The save required and effect on a failed save are selected when the ability is first gained:

- Will vs Confusion (3 rounds)
- Ref vs Entangle (1 round)
- Fort vs Prone

Morality (Su): the second-level Delinquent has good morals, if you would believe that. She can always treat her Alignment as Good for the purpose of activating items, even if it changes later on, and against any effect that would have her act against these strong morals, any saves allowed gain a +5 bonus.

Advancement: at levels two and four, the Delinquent gains one of the following, presumably as an advancement to her existing abilities:

- A bonus [Skill] feat and +1d6 Sneak Attack
- +3d6 Death Attack
- A bonus [Combat] feat and, if applicable, +1 daily Kiai! use
- +1 Jutsu Point and, if you already possess Mystic Powers, 1 additional Mystic Power (treat your Delinquent Levels as Ninja levels for requirements)
- A bonus [Metamagic] feat

Help Your Peers (Su): at third level, the Delinquent becomes skilled at helping her friends succeed. She may make Aid Other attempts out to 50' away, and when doing so she grants a +5 bonus instead of +2. Furthermore, allies may use her to flank even for ranged attacks, if she is still adjacent to the target and opposite them. She also gains the ability to cast *Heroism* on all of her allies (except herself) at will, with a one minute duration.

Punctuality (Ex): the level three Delinquent is always on time. As such, she may re-roll her Initiative if she wishes to, all Sleep effects wear off in half the time they usually would (if they have a duration) and she is immune to being Slowed.

Volunteer (Su): a fourth-level Delinquent does volunteer work - in addition to all the regular adventuring and stuff. The only way she can manage this schedule is by moving extra fast. As such, she is permanently Hasted.

Eco-Friend (Su): the fifth-level Delinquent is good to the environment, and it is good to her in return. She is never hurt, slowed, tripped or entangled by plant life, and Animals, Magical Beasts, Vermin and Plants will not attack her unless compelled to do so via a [Compulsion]. She may also cast Summon Nature's Ally three times per day, the specific number of the spell being no more than half her character level (round up).

Assumed Entry:

Ninja 5 or Samurai 5

DOOM SPEAKER

“Do you hear that? That is the sound of you not dying. If I have to raise my voice, you won’t hear that sound.”

Few learn the words of doom, even amongst assassins – and assassins are basically the only ones who ever do gain access to these arcane secrets. The very words hold power – enough power to end a life, even. This power is a well-kept secret, but those who learn it carry the power of death with every syllable they care to utter.

Requirements:

Skills: Knowledge (Arcana) 8 ranks

Languages: Infernal, Abyssal and two others (including Common, sure)

Special: Death Attack class feature

Hit Die: d8

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

The Doom Speaker gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Spellcasting:
1	+0	+0	+0	+2	Words of Death, Miasma	+1 Caster Level
2	+1	+0	+0	+3	Words of Mobility	+1 Caster Level
3	+2	+1	+1	+3	Words of Health	+1 Caster Level
4	+3	+1	+1	+4	Words of the Soul	+1 Caster Level
5	+3	+1	+1	+4	Words of Ruin	+1 Caster Level

Words of Death (Su): the Doom Speaker has such power that he may actually make a Death Attack without striking, but instead with merely saying a word. This requires just a Swift action and no attack roll, but must fulfil all other requirements for a Death Attack. Additionally, the target must actually hear the word, meaning a mute or Silenced Doom Speaker must resort to more traditional means. Doom Speaker levels count as Assassin levels for the purpose of gaining additional Death Attack dice, but only for Words of Death – regular Death Attack does not gain this bonus. If the target survives, they are left with the cold chill of death in their body, and the tolling of the bells of woe in their ears. They must make a Will Save (Intelligence-based) or be Shaken for one minute.

Miasma (Su): the Doom Speaker is constantly surrounded by the cold miasma of the dead. With but a Standard action, he may exhale to send it washing out for 30 feet in each direction. This functions as an *Obscuring Mist*, except all in the area except for the Doom Speaker suffer Cold damage equal to his hit dice, and must pass a Fortitude Save (Intelligence-based) or be Sickened for one minute.

Spellcasting: every level, the Doom Speaker continues to gain spellcasting ability as though gaining another level in Assassin. Furthermore, he automatically learns additional spells, at the following spell levels:

Level 1: Power Word: Sicken, Power Word: Distract

Level 2: Power Word: Maladroit, Power Word: Weaken

Level 3: Power Word: Fatigue, Power Word: Nauseate

Level 4: Power Word: Disable, Blasphemy, Dictum, Word of Chaos, Holy Word

Level 5: Power Word: Blind, Power Word: Petrify

Level 6: Power Word: Stun, Power Word: Kill

Words of Mobility (Su): with a Swift action, the second-level Doom Speaker can utter a word to either enhance or restrict the mobility of another who can hear him. This is a [Sonic] [Language Dependent] effect. If used beneficially, the target gains the benefits of a *Freedom of Movement* effect for one round. If used malevolently, the target must pass a Fortitude Save (Intelligence-based) or be Paralysed for one round.

Words of Health (Su): with a Swift action, the third-level Doom Speaker can utter a word to either enhance or restrict the health of another who can hear him. This is a [Sonic] [Language Dependent] effect. If used beneficially, the target gains the benefits of a *Remove Disease* and *Neutralise Poison* effect. If used malevolently, the target must pass a Fortitude Save (Intelligence-based) or be poisoned, instantly suffering 1d8 Con damage.

Words of the Soul (Su): with a Swift action, the fourth-level Doom Speaker can utter a word to either damage the soul of another, or repair any damage to it. This is a [Sonic] [Language Dependent] effect. If used beneficially, the target is healed of any negative levels, temporary or otherwise. If used malevolently, the target suffers a Negative level.

Words of Ruin (Su): with a Standard action, the fifth-level Doom Speaker can utter a sentence so terrible that all who hear it are afflicted. This is a [Sonic] [Language Dependent] effect. Anyone who hears it must pass a Fortitude Save (Intelligence-based) or be Nauseated with pain for one round. After this round, they must pass another Fortitude Save (same DC) or fall Helpless at -1 HP from a potentially lethal heart attack, stroke or brain aneurism. Even if they pass this second save, they are Staggered and Exhausted for three rounds, and then Exhausted until recovered as normal. If he extends the length of the sentence to require a Full Round action, he may designate people immune to the effect, thus keeping his allies safe from this.

Assumed Entry: Assassin 5

ENERGETIC SPIRIT

"I'm not dead. In fact, I'm more alive than anyone else here! Count the souls!"

The Energetic Spirit is basically what your average Ghost aspires to be, and eventually becomes if it gains enough power. They manipulate soul energy not only to take on the strange traits of other creatures, but also to transform their bodies or ectoplasm into bizarre objects. It's a lot of fun.

Requirements:

Race: Ghost or Putty

Skills: Knowledge (Nature) 8 ranks

Special: access to Soulmelds

Hit Die: d8

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

The Energetic Spirit gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Chakra:
1	+0	+2	+0	+2	Soulmelds	-
2	+1	+3	+0	+3	Ignition	+1
3	+2	+3	+1	+3	Advanced Soulmelds	-
4	+3	+4	+1	+4	Ghost Aura	+1
5	+3	+4	+1	+4	Pixie Dance	-
6	+4	+5	+2	+5	Astounding Soulmelds, Favour of the Totems	-
7	+5	+5	+2	+5	UFO Grabber	+1

Soulmelds: every level, the Energetic Spirit gains an additional Soulmeld of any kind it can create. At level three, it gains access to Advanced Soulmelds. At level six, it gains access to Astounding Soulmelds, and from level seven onward, may treat its Energetic Spirit levels as Totemist levels for the purpose of gaining access to better types of Soulmeld.

Ignition (Su): at second level, the Energetic Spirit learns a bonus Soulmeld, a special one that provides the usual bonus, but has its own special ability not found on the standard list. When activated, it transforms into a bomb and detonates in a 15' radius spread, dealing 2d6 Fire damage per hit die to all in the area. Those in the area are entitled to a Reflex Save (Charisma-based) for half. Upon exploding, the Energetic Spirit becomes Incorporeal for two rounds.

Chakra: at levels two, four and seven, the Energetic Spirit gains another Chakra to bind Soulmelds to.

Ghost Aura (Su): at level four, the Energetic Spirit has a helpful aura that improves the speed at which others regain spent energy. Any ally within 15' of the Energetic Spirit counts each round twice for the purpose of regaining uses of abilities that have a delay between uses that is counted in rounds or minutes. If the wait is an hour or more, then only count full thirty minute blocks twice (during travel time and so on), rather than tallying individual rounds.

Pixie Dance (Su): at level five, the Energetic Spirit learns a bonus Soulmeld, a special one that provides the usual bonus, but has its own special ability not found on the standard list. When activated, it grants all allies within Close range a Cure Serious Wounds effect, and turns the Energetic Spirit Ethereal for four rounds.

Favour of the Totems (Ex): at level six, the Energetic Spirit need only forgo calling on a Totem's powers for 2 rounds after the last time it called upon the Totem's Powers.

UFO Grabber (Su): at level seven, the Energetic Spirit learns a bonus Soulmeld, a special one that provides the usual bonus, but has its own special ability not found on the standard list. When activated, the Energetic Spirit designates a number of targets equal to its Charisma bonus within Close range. They must make Will Saves or be transported into the void inside the Energetic Spirit – and the Energetic Spirit decides whether or not there is air. Every round, with a Swift action, the Energetic Spirit can elect to keep anyone inside trapped there. The moment it decides to release them, doesn't use its Swift action to keep them in, or swaps this Soulmeld out, everyone inside is dumped outside, spat out to within Close range of the Energetic Spirit.

Assumed Entry:

Ghost Totemist 5

ETERNAL FLAME

"Some people just like to watch the universe burn."

The Eternal Flame is the Red Mage who was Reincarnated a few times for maximum Int+, the Red Mage who is literally level 9999, the Red Mage who has a Rank 40 Staff and three pairs of Rank 40 Glasses, all with maximum Tutors and Mage Lovers.

I know, it's pretty hardcore - and who wears that many pairs of glasses anyway? But it turns out there are fires bigger than "as far as I can see." It turns out some things can be burned *beyond* ashes. And this is the caster who can do such things.

Requirements:

Feats: Great Fortitude

Skills: Knowledge (Arcana) 18 ranks

Special: Fire Bolts class feature, Conflagration class feature

Special: must be very enthusiastic about burning things/lighting fires, and have had peaceful contact with (or summoned, for battle) a [Fire] creature.

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Eternal Flame gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+0	+2	+0	Searing Embers, Terra Fire
2	+1	+0	+3	+0	Peta Fire, Boundless Burning
3	+2	+1	+3	+1	Curse of Flames, Zeta Fire
4	+3	+1	+4	+1	Exa Fire
5	+3	+1	+4	+1	God of the Flickering Flame, Hella Fire

Searing Embers (Su): the Eternal Flame sets people on fire so hard that future burns hurt even more than normal. Whenever she uses her *Flame Burst* ability, anyone who takes damage from it becomes Vulnerable to Fire (taking double damage, unless there is a save for half and they pass the save, where they just take half as normal) for a number of turns equal to her Charisma modifier.

Terra Fire (Sp): the Eternal Flame happens to know people in fiery places, which can be pretty handy. Each day she may summon a number of *Holocaust Disciples* equal to her class level, whether that be all at once or one at a time. When summoned, they remain for one hour or until killed, then disappear back to wherever they came from. This is the equivalent of an eighth level spell.

Peta Fire (Sp): the fiery doom unleashed by the second-level Eternal Flame gets more and more ridiculous. Once per minute she may designate a 30' radius Burst within Medium range to be hit by a giant flaming meteor that drops from the sky or a portal or whatever. All in the area must make a Reflex Save. Those who pass are immediately moved to just outside the edge of the area and must make a Fortitude Save or fall Prone. Those who fail the Reflex Save are hit by it, taking 20d6 damage (half Bludgeoning, half Fire) and be Pinned. On the next round, the meteor explodes in a 60' radius explosion, dealing 150 Fire damage to all in the area with a Reflex Save for half. Those who were Pinned under the meteor are not allowed a saving throw against this effect. Anyone who passes their Reflex Save but cannot actually be moved to outside the area due to being in an enclosed space is very much fucked, and treated as though they *failed* the save. This is the equivalent of a ninth level spell.

Boundless Burning (Su): once per day, the second-level Eternal Flame can call flames to rain from the sky across the entire world, burning everything. Everything on the planet that is exposed to the sky suffers 1d6 Fire damage per 2 hit dice she possesses, with a Reflex Save for half. She may designate individual squares or areas ("The Kingdom of Chard", "The Archipelago of BEEEEEEEEES", "my house" etc.) to be exempt. If she has the *Rain of Fire* class feature, then instead, *Rain of Fire* extends out to "the entire world" if she wants it to, though in this case targets not exposed to the sky are unaffected.

Curse of Flames (Su): with a Standard action, the third-level Eternal Flame may level a curse at a foe within Close Range. The target is hit by malevolent invisible flames, and must make a Fortitude Save, even if an object or Undead, or be immediately incinerated and reduced to absolutely nothing. Adjacent creatures must then also save or be affected, and this can create a chain of immolations. A target who passes the save still suffers a -6 penalty to all Ability Scores for one minute.

Zeta Fire (Sp): starting at third level, whenever the Eternal Flame uses her *Rain of Fire* or *Boundless Burning* ability, the flames actually spread to other planes as a dragon-shaped cloud of fire flies through space, catching the planet inside it - she may designate a number of additional planes equal to her Class Level to be affected, though any given affected plane must be linked to another affected plane. Furthermore, anyone slain by this ability melts into a loyal *Bloodfire Ooze*, and the Empower ability of said oozes actually does affect her Supernatural and Spell-like Abilities, as long as they do Fire damage. The first thing the oozes do is cheer and exalt their glorious leader, which tends to be very loud. This is the equivalent of a ninth level spell.

Exa Fire (Sp): by concentrating for a full 24 hours, the fourth-level Eternal Flame may create her own plane, as though casting Genesis. The plane has a radius of 5 miles per hit die possessed by the Eternal Flame, and is filled with smoke, ash and fire - it's basically one massive furnace. Every round someone spends there, they suffer 100 points of Fire damage with a Fortitude Save for half, and failing the save results in becoming Exhausted. With a Full Round action, the Eternal Flame can designate a number of targets equal to her character level, all within Long Range, and force them to attempt a Will Save. Those who fail are transported to her Inferno Plane.

Furthermore, the Eternal Flame may declare people immune to all negative effects of the plane, finding it peaceful and pleasantly warm wherever they go, if she wishes. She may likewise travel to and from there at will, and can revoke the immunity on a whim. She can only go to the plane, or send others there, if she has already created it.

Attune Form can be used to treat the individual as though declared immune, and as this immunity is not granted by the Eternal Flame, she cannot revoke it. This is the equivalent of a ninth level spell.

God of the Flickering Flame (Ex): at level five, the Eternal Flame is a full-blown deity. She has Divine Rank 1 and all that entails, with the Portfolio of "Fire" and the Domains of *Fire* and *Purification*. Her Salient Divine Ability is as follows: she may give anyone or anything the Spark of Life with a Swift action, allowing for any of the following effects:

- True Resurrection
- Awaken (Permanent)
- Awaken Construct (Permanent)
- Animate Fire (Permanent)
- Animate Objects (Permanent)
- Greater Heroism

Furthermore, although she is subject to any usual restrictions on deities, often involving being forced out of the Prime and into her own Plane, she gains a most loyal and devout worshipper, who has a Challenge Rating of 18 and should be a Fire Mage, Cleric or someone with the [Fire] subtype. This worshipper is able to summon her to their current plane once per day for a minute at a time, letting her interfere with the mortal world.

Hella Fire (Sp): at level five, when the Eternal Flame wants someone to die in a fire, they just do it. With a Standard action, she can designate any target who she knows the existence of, and force them to make a Will Save. If they fail, they are transported to the bottom of a Volcano, where they suffer 250 Fire damage every round until they can succeed on a Fortitude Save or are slain. Until this happens, 5d6 Efreeti and Salamanders show up and perform a dance routine - make a single Perform check on behalf of them (+2 Perform bonus) for the extra money each round as though it matters. Once they do die or pass the save, they are fired out of the volcano, which forms right under where they were when they failed the Will Save. This creates a 30' radius crater, leading to a pool of lava, and the explosion is a 60' radius, 500' tall Column, dealing 250 Fire damage to all in the area, with a Reflex Save for half. The target then lands Prone, if there is anything left of him, adjacent to the blast zone. This is the equivalent of a ninth level spell.

Assumed Entry:

Human Red Mage 15

FINAL BOSS

“Desco will make sure to become the best final boss ever!”

Every game needs a final boss. And a final boss can't be too ordinary, they have a duty to be bizarre and scary. Therefore, it is required that there be a class that lets them do just that. They can become giant monsters with extra limbs, multiple heads and special moves and transformations.

Requirements:

Feats: any [Fiend], [Monstrous] or [Undead]

Base Attack Bonus: +7

Special: must operate alone, not with a team – minions are okay if they are not actually attendant

Hit Die: d12

Skill Points: 2 + Intelligence Bonus

Weapon and Armour Proficiency:

The Final Boss gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Other:
1	+1	+2	+0	+2	Like a Bauss, Special Domain	-
2	+2	+3	+0	+3	Recurring Boss	Advancement
3	+3	+3	+1	+3	Quest Weakness	-
4	+4	+4	+1	+4	Unskippable Speech, Boss Music	Advancement
5	+5	+4	+1	+4	Monstrous Form	-
6	+6	+5	+2	+5	Super Boss Move	Advancement
7	+7	+5	+2	+5	Extra Monstrous Form	-
8	+8	+6	+2	+6	Artificial Difficulty Increase	Advancement
9	+9	+6	+3	+6	Special Boss Move	-
10	+10	+7	+3	+7	Final Transformation!	Advancement

Like a Bauss (Ex): the Final Boss is sufficiently powerful to rarely get screwed by the RNG. Contrarywise, when the RNG favours the Final Boss, everybody knows about it. The Final Boss rolls twice and picks the higher result for his Initiative and for all Saving Throws against effects that would deny him any actions on the following turn. Additionally, any time he delivers a Critical Hit, there is an explosion of awesome might, causing all foes within 10 feet of the victim to be Staggered for one round.

Special Domain: the Final Boss gains his own special domain he can retreat to, one that grants him the home advantage. He has a Demiplane that is sufficiently awesome and appropriate for a final battle, and he may relocate to or from there with a Standard action at will. Relocating is a Supernatural ability. Possessing the plane at all is just a fact of life. The area is equal to that of a *Magnificent Mansion* effect, and can sustain the Final Boss indefinitely. It may have whatever terrain features and harmful traits he deems appropriate. The Final Boss is actually required to spend at least half his time there. If he ventures outside for 12 hours, he loses access to all class features that require actions to activate until he returns for a full day.

Recurring Boss (Su): at second level, the Final Boss becomes properly recurring – he wouldn't die even if you killed him. Once per day, when killed, his body and equipment disincorporate and relocate to his Special Domain, reforming. At that point he is completely resurrected. If slain in his Special Domain, or in an area where Dimensional travel is blocked, or in a day where he has already Recurred, this ability will not function.

Advancement: at every even level, the Final Boss may advance an existing ability:

- Sneak Attack: +1d6 Sneak Attack die
- Death Attack: +2d6 Sneak Attack dice
- Rage: +1d6 Rage die and +5' Combat Speed
- Spell Casting: +1 Caster Level, along with spells known, per day, etc.
- Soulmelds: gain one Soulmeld of any type available, and Final Boss levels count as Totemist levels for the purpose of gaining access to new Soulmeld types
- Fighting Styles: gain one Fighting Style of any type available, and Final Boss levels count as Monk levels for the purpose of gaining access to new Fighting Style types
- Bonus Feat: a Bonus [Monster], [Fiend] or [Undead] feat

Quest Weakness (Ex): at third level, the Final Boss develops an annoying form of Regeneration that basically ensures he can't be killed by regular trash. The amount of Regeneration is equal to his hit dice, and it is overcome only by weapons created specifically for his destruction (a free rider on any Moderate or Major Magic weapon that is actually forged with his destruction in mind), or by effects created by someone blessed with the narrative ability to kill him (the result of an important quest).

Unskippable Speech (Su): at level four, the Final Boss creates a *Sanctuary* effect (Charisma-based) just by speaking, although if he takes any offensive action it still ends the effect, and cannot affect the same audience for the next 24 hours.

Boss Music (Su): whenever the fourth-level Final Boss is in combat in his Domain, eerie Final Boss music plays. This music suppresses all [Sonic] effects and Songs/Musical effects, halving any numeric bonuses, penalties or damage caused by them. Additionally, it is a [Mind-Affecting] [Sonic] [Fear] effect, and all who can hear it must pass a Will Save (Charisma-based) each round. Failure results in being Shaken for that round and the next, allowing it to stack to being Frightened for two rounds, and from there to causing Panic for 2 rounds, and finally to causing a Coma, which lasts for 1 minute.

Monstrous Form (Ex): at fifth level, the Final Boss has a special, monstrous form. Changing to or from this form requires a Full Round action, and can be done at will. This alternate form has the following features in addition to the basic profile:

- -\$TEXAS to all Diplomacy and Perform checks
- +5 Circumstance bonus to all Intimidate checks
- One extra set of limbs, which may be arms, tentacles (Primary Slam 1d8) or Crab Claws
- An Enhancement bonus to Natural Armour (+1 per 3 hit dice)
- An additional Swift action each turn

The Monstrous Form can only be accessed when in his Special Domain, and when not directly supported by any minions or allies.

Super Boss Move (Su): at level six, the Final Boss gains a special beam attack that can be used once every 4 rounds. It requires a Standard action, and is unleashed as a 5' wide, 250' long Line. This deals 10 Force damage per hit die, with a Fort Save (Charisma-based or Constitution-based) for half.

Extra Monstrous Form (Ex): at seventh level, the Monstrous Form of the Final Boss becomes particularly scary. He gains a size category (including all ability score changes), 100 Temporary Hit Points and an additional set of limbs. The Temporary Hit Points do not reset with each transformation, instead, they only reset every midnight.

Artificial Difficulty Increase (Ex): at level eight, the difficulty of the Final Boss is artificially increased, in a way that is seen as cheating or a cop-out on the part of the AI/designers. He gains a +4 Profane bonus to every ability score, as well as to his attack rolls, damage rolls, Armour Class and Saving Throws.

Special Boss Move (Su): the ninth-level Final Boss gains an even better special move, though it can only be used once per hour. Every creature, friend or foe, within Short Range must pass a Fortitude Save (Charisma or Constitution-based, whichever is higher) or die. This is not a [Death] effect, it just outright kills them through billions of points of damage. On a successful save, they only suffer 5 Force damage per hit die and are Dazed for 1 round.

Final Transformation! (Su): at tenth level, the Final Boss gains a final transformation, one that can only be accessed when he would normally be slain or sent to his Special Domain for rejuvenation. Once this transformation occurs, he does not return to normal until he spends one full day resting in his Domain, and cannot transform back into this form until he reverts. In other words, he gets beaten, transforms, and then has one more chance to kill the pesky heroes before being sent to his Domain for rejuvenation (and probably getting beaten there), he can't just shift back and have this happen again.

The final transformation changes the Profane bonus to +8, and heals him to full Hit Points, as well as removing all Ability Damage, Ability Drain, Negative Levels and afflictions. He gains Spell Resistance equal to his hit dice + 10, and resolves all attacks as touch attacks. Furthermore, the timer for his Special Boss Move is reset so that he can use it again, and it reaches out to affect all creatures in Long Range.

Assumed Entry:

Any kind of monster Barbarian 7 or Totemist 10

FALLEN

*“What? Me? Overlord? But, but... I don’t **want** to be an Overlord...”*

Most people dream of one day being the hero. Some try really hard for it. And then one of those gets to actually be the hero. How about those who, despite their best intentions, ended up becoming the baddies, however? Or even those who, while still heroes, are kind of too demonic to really be shining beacons of light? Well for them, there is the Fallen class.

Requirements:

Alignment: any Chaotic or Evil

Skills: Knowledge (The Planes) 8 ranks

Special: must have previously been dedicated to a Good cause, including some subset of Good like Love or Friendship or Protection

Hit Die: d6

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Fallen gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Spellcasting:
1	+1	+0	+0	+2	Demonic Change	+1
2	+2	+0	+0	+3	Bonus Feat	+1
3	+3	+1	+1	+3	Evilty	+1
4	+4	+1	+1	+4	Virtuous Sins	+1
5	+5	+1	+1	+4	Sphere Access	+1

Demonic Change (Ex): the Fallen becomes a Demon, more or less, which has benefits but no drawbacks, because being a Demon is *awesome*. She gains Telepathy (Su), Immunity to Electricity and Non-magical Poison, Resistance 10 to Acid, Cold and Fire, and may take [Fiend] and [Monstrous] feats as well as levels in True Fiend and Conduit of the Lower Planes.

Spellcasting: every level, the Fallen's spellcasting ability (if any) improves as though she had taken another level in one spellcasting class. This includes caster level, spells per day, spells known and so on, but not other class features. If she lacks any spellcasting ability, she must choose one to gain.

Bonus Feat: the second-level Fallen gains a Bonus Feat. This may be any [Fiend] or [Monstrous] feat that she meets the requirements for.

Evilty (Ex): at third level, the Fallen gains a special evil ability, just as a present for having fallen in the first place. She gains the special ability of a Fiendish Sphere, without gaining access to the spell-like abilities. It is recommended she select a Sphere she doesn't intend on actually taking later on, likewise selecting Dominion wouldn't be that bright.

Virtuous Sins (Ex): how evil the Fallen is is actually up for debate. At level four, she's considered "kind of evil, kind of not" and as such is immune to any Alignment-based spells and effects, from Smite Evil to Dictum to Morality Undone to Chaos Hammer.

Sphere Access (Ex): at level five, the Fallen gains Basic access to a Fiendish Sphere. Alternatively, she may improve her access to a Sphere she already has (Basic to Advanced or Advanced to Expert).

Assumed Entry:

Angel White Mage 5

FLOWER QUEEN

“Everyone always falls asleep around me. Am I that boring, or is it just allergies?”

This class is very much what the best “standard” Alraunes become – those that actually make it to six hit dice are likely to have levels in this. It is a class that gives them a few tricks in combat, while making them exceptionally good at aiding their allies.

Requirements:

Race: Alraune

Skills: Knowledge (Nature) 8 ranks

Feats: Great Fortitude

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Flower Queen gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Spell-Like Abilities:
1	+1	+2	+0	+0	Relaxing Aura	Espoir
2	+2	+3	+0	+0	Sudden Thorn	Cure Critical Wounds
3	+3	+3	+1	+1	Feast Slasher	Neutralise Poison
4	+4	+4	+1	+1	Crown of Thorns	Braveheart
5	+5	+4	+1	+1	Petal Storm	Restoration, Normalise
6	+6	+5	+2	+2	Horrid Vines	Suggestion, Mass Espoir
7	+7	+5	+2	+2	Verdant Assault	Greater Restoration
8	+8	+6	+2	+2	Mighty Growth	Break Enchantment
9	+9	+6	+3	+3	Plant Friends	Mass Braveheart
10	+10	+7	+3	+3	Sudden Forest	Heal

Relaxing Aura (Su): allies adjacent to the Flower Queen, even Undead and Constructs, regain HP each round equal to the Flower Queen's Hit Dice. Excess healing is wasted. Furthermore, they gain a Sacred bonus on Saving Throws against [Fear] effects, Poison and Disease equal to her Charisma bonus (minimum +1). These benefits also apply to the Flower Queen herself.

Spell-like Abilities (Sp): as she gains levels, the Flower Queen gains more spell-like abilities to use at will, according to the table.

Sudden Thorn (Ex): with an Immediate action, a second-level Flower Queen can make a giant thorn jab out of the ground within Close range, dealing 2d6+Con Piercing (Wood) damage to a land-based target.

Feast Slasher (Ex): at level three, the Flower Queen can use a Standard action to hurl a pair of giant bladed flowers out to Close range with Ranged Attacks. Each deals 2d8+Con Slashing (Wood) damage and has a critical value of 18-20/x2. Anyone hit takes damage again on their next turn – this is regular damage even if they suffered a critical hit.

Crown of Thorns (Ex): starting at level four, every round, on the Flower Queen's turn, adjacent foes automatically take Sudden Thorn damage – they constantly shoot up around her.

Petal Storm (Su): at level five, the Flower Queen can spend a Standard action to hurl a blast of petals out to Medium range, exploding in a 20' radius Blast. All in the area suffer 1d6 Sonic damage per 2 HD and 4 Wisdom damage, with a Ref save for half Sonic damage and no Wisdom damage (Charisma-based). Those who fail the save must pass a Will save (same DC) or fall Asleep for 1d4+1 rounds.

Horrid Vines (Ex): at level six, the Flower Queen's vines improve, extending out 5' further (thus threatening and being able to make attacks out one square further) and granting a +4 bonus on Trip, Grapple and Disarm attempts, as well as Climb and Use Rope checks. Furthermore, they are treated as natural Stingray Whips, although the DC is Constitution-based.

Verdant Assault (Ex): starting at level seven, the Flower Queen can use a Full Round action to launch a barrage of giant thorns that target ground-based foes in a 40' long Zig-Zag. Enemies touching the ground in the area must pass a Ref save (Con-based) or suffer 2d6 Piercing (Wood) damage per Hit Die.

Mighty Growth (Ex): at level eight, the Flower Queen grows one size-category larger, replacing the usual ability score changes with +4 Strength, -2 Dexterity, +4 Constitution, +2 Natural Armour. Her speed increases by 10' and her reach improves by 5'.

Plant Friends (Ex): a ninth-level Flower Queen gains a Leadership rating. The Cohort can be whatever, but the Minions must all be Eryngi and similar plant creatures.

Sudden Forest (Su): with an Immediate action, the Flower Queen can make up to 10 Colossal trees suddenly sprout within Medium range.

Assumed Entry:

Alraune Green Mage 5

FUSIONIST

"It's simple, look: Magic Sword plus Friend equals More Magic Sword! And Friend... is gone."

Sometimes, you have too much junk, and you want to swap things around. Say, you really like using Glaivehammers, but you only have a basic Glaivehammer and you picked up Cosmic Falchionchucks – which nobody can fucking use. Solution! The Fusionist can smash the two together, leaving her with a Cosmic Glaivehammer. Also, people can be fused together, either gently or violently. Due to the amounts of Mana power such transactions tend to consume (and provide, in some cases), they are also known as Mana-Mongers.

Requirements:

Skills: Craft (any) 8 ranks, Appraise 8 ranks

Special: ability to bind Soulmelds

Hit Die: d6

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

The Fusionist gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Soulmelds:
1	+0	+2	+2	+0	Item Fusion	+1 Level
2	+1	+3	+3	+0	Ally Fusion	-
3	+2	+3	+3	+1	Offensive Fusion	+1 Level
4	+3	+4	+4	+1	Enemy Fusion	-
5	+3	+4	+4	+1	Absorption	+1 Level
6	+4	+5	+5	+2	Mana Punch	-

Item Fusion (Su): by spending a minute focusing on directing mana power, the Fusionist can meld one item into another. She selects the receiving item, and the donor. The donor is permanently destroyed, but in doing so transfers all magical properties (including things like Blood Points, remaining Wishes, Charges or consumed souls) to the receiver. Doing so *can* result in an item having multiple effects, but this means it takes up multiple item slots, and it cannot have multiple weapon enhancements on it. The Fusionist can elect not to carry an effect over – and indeed, because no item can ever hold more than 8 types of effect (and thus take up more than 8 slots), this might actually be necessary. However, more powerful effects *always* override less powerful ones, and thus it is impossible to fuse artefacts out of existence. The effect merely transfers or, if the receiver somehow already has 8 artefact effects, the fusion fails. How you can read the Scythe of Exalted Deeds is not my problem. If an effect is overridden, or excluded from being fused, a pile of mana power is left over that can be used to create a magic item of similar strength by someone capable of crafting such things.

Soulmelds: at every odd level, the Fusionist is considered to have gained a level of Totemist for the purpose of gaining new Soulmelds, opening new Chakra, and gaining access to better types of Soulmeld.

Ally Fusion (Su): starting at second level, the Fusionist can fuse allies together with a Full Round action, though chances are they will not like it the first time as it is weird. As usual, she selects a donor and receiver, and both must be adjacent to her. The donor is fused into the receiver for a number of rounds equal to the Fusionist's hit dice, and is effectively removed from play, unable to be targeted or affected unless the receiver dies (in which case he is "released"). The receiver uses the highest of the two for each ability score, and may select between the two for his magic items (still abiding by the maximum of 8). Any spells or other effects (such as Soulmelds, Auras, Monk Stances and Feats) that are possessed by either will apply to the one fused creature. She may be the receiver, but not the donor, of her own fusions. At the end of the duration, the donor is unharmed by the effect and released just the same as if the receiver had been slain.

Offensive Fusion (Su): at third level, the Fusionist can spend a Standard action throwing an item (even a rock or something similar) at an enemy to fuse it offensively into them. This is not the nice form of fusion above: imagine if your kidney was suddenly sharing the exact same space as a kettle.

The attack has a reach of the normal range of the thrown item, or 20 feet if no range is supplied because it's something like "a shoe". The item is lost forever if she succeeds on a Ranged Touch Attack, but the foe takes 1d6 Force damage per hit die, plus her Charisma bonus, with a Fortitude Save for half (Charisma-based). If the save is failed, the foe takes 2 points of Strength, Dexterity and Constitution damage, and is Anchored in place for one round.

Special: a Cursed item may be fused into the enemy this way, ridding her of the curse, and also afflicting the foe with a Bestow Curse effect (no save).

Enemy Fusion (Su): the fourth level Fusionist can even fuse two enemies together, though again, not in the beneficial way that she powers her allies up. This requires a Standard action, and one foe must be adjacent to her, with the other foe adjacent to either her or the first foe. Each foe takes 1d6 Force damage per hit die, plus her Charisma bonus, with a Fortitude Save (Charisma-based) for half. If both foes are slain, then... they are slain. End of story. If one foe is slain and the other survives, he is Staggered for 1 round. If both foes survive and even one of them fails the save, they take 4 points of Strength, Dexterity and Constitution damage, and are partially fused together for one round per class level, being Slowed and occupying the same space.

Absorption (Su): at level five, the Fusionist can attempt to destroy an enemy by fusing their essence into an ally – or into herself. If the receiver is not herself, they must be adjacent to her, and the donor enemy must also be adjacent, and in some way unable to take offensive actions (Pinned, Dazed, Stunned, Cowering, Nauseated, Helpless etc.) By spending a Full Round action fusing, the target must pass a Fortitude Save (Charisma-based). If the target fails the save, they are destroyed. If they pass the save, they take 1d6 Force damage per hit die, and if this is enough to reduce their HP to or below 0, they are also destroyed. If the donor is destroyed, the receiver is healed 1d6 HP per hit die (if this was already rolled due to a passed save, just use that amount), and gains a +6 Enhancement bonus to all ability scores. The duration is a number of rounds equal to the CR of the donor (less than 1 is always zero in this case), so fusing rats into allies probably isn't that smart.

Mana Punch (Su): at sixth level, the Fusionist can imbue enemies with enough excess mana to make them explode. With a Standard action, she makes a single melee attack against a 15x15' square in front of her, applying the attack and damage (if they are hit) to all in the area. There is then an explosion of magical energy, causing 1d6 Force damage per hit die to all of the creatures, with a Reflex Save (Charisma-based) for half. Any target that was successfully hit by the attack is denied a save. Any foe slain by this leaves enough excess mana behind to craft a Minor Item or to brew a potion, recharge one charge of a Wand or Staff, or some shit like that.

Assumed Entry:

Human Totemist 5

GENOCIDAIRE

"I will kill you, and your family. And friends. And casual acquaintances. And pets. And people you haven't even met. And everyone who turns up to the funerals."

Genocidaires are *really* enthusiastic about killing people. They like to take an axe, and then chop people's heads off. Furthermore, they develop special axe techniques, much like those in the actual Disgaea games. This makes them extremely dangerous, as they're good at killing people, and compelled to do it. Society does not consider this a good combination.

Requirements:

Base Attack Bonus: +7

Feats: Murderous Intent, Combat School (covering the Great Axe)

Special: must have decided that killing one person isn't enough and gone on to slaughter the whole family/household/club/gang/organisation

Hit Die: d12

Skill Points: 2 + Intelligence Bonus

Weapon and Armour Proficiency:

The Genocidaire gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+1	+2	+0	+0	Homicide Slice, Axification
2	+2	+3	+0	+0	Boomerang Axe
3	+3	+3	+1	+1	Earth Splitter, Razor's Edge
4	+4	+4	+1	+1	Multiple Homicide Slice
5	+5	+4	+1	+1	Killing Spree
6	+6	+5	+2	+2	Chopping Frenzy
7	+7	+5	+2	+2	Genocide Slice, Megaton Drive
8	+8	+6	+2	+2	Instant Death, Kachop
9	+9	+6	+3	+3	Colossal Fissure
10	+10	+7	+3	+3	Omnicide Slice

Homicide Slice (Ex): with a Standard action, the Genocidaire can make a single melee attack. If it hits, the foe must make a Fort save (Strength-based) or be slain as they are chopped up. This is a [Death] effect.

Axification (Ex): the following weapons are added to the Genocidaire's Combat School, along with any ability (such as others gained from this class) that relies on a Great Axe: Halberd, Pike, Scythe, Hand Axe, Glaive, Guisarme, Sickle

Boomerang Axe (Ex): at second level, the Genocidaire can use a Standard action to throw a Great Axe in a line. The line is a number of 5' squares long equal to his Strength modifier (minimum 1), and he makes two attack rolls, that are resolved against every creature in the line – foes are denied their Dexterity Modifier to Armour Class against the second.

Earth Splitter (Ex): with a Move-Equivalent action, the level three Genocidaire can split the ground up, making all ground in a 30' radius Difficult Terrain.

Razor's Edge (Ex): the Great Axe enjoys a doubled Critical Threat range in the hands of a level three Genocidaire.

Multiple Homicide Slice (Ex): with a Standard action, the fourth-level Genocidaire can make a single melee attack against every adjacent enemy. Those hit must make a Fortitude save (Strength-based) or die. Their heads all hit the ground at the same time. This is a [Death] effect.

Killing Spree (Ex): starting at level five, when a Genocidaire kills someone with a Coup de Grace, he gains a *Haste* effect for four rounds. If he does it again before the duration expires, he resets the duration and adds a *Vigour* effect as well. A further reset adds a *Good Hope* effect.

Chopping Frenzy (Ex): a sixth-level Genocidaire gets to run about murdering people. With a Full Round action he may make one melee attack against every foe in a square he threatens, and then may make one five foot step for every foe he drops. If this movement brings him close enough to new targets, he can attack them as well, and the cycle repeats. He may only attack the same person once per round in this fashion.

Genocide Slice (Ex): the seventh-level Genocidaire has a masterful use of the axe that hacks groups of people apart. When using a Great Axe, he may use a Standard action to make one attack that is resolved against every enemy in a 15' radius spread. Everyone hit must pass a Fort save (Strength-based) or die, chopped into a great many pieces. This is a [Death] effect.

Megaton Driver (Ex): at level seven, the Genocidaire can freely use a Great Axe in a grapple, despite the difficulties some might imagine him facing.

Instant Death (Ex): an eighth-level Genocidaire may use a Standard action to make a single melee attack with a Great Axe. If he hits, the target dies with no saving throw. This is not a [Death] effect, he just fucking kills and murders you to death, even if you're not alive.

Kachop (Ex): at level eight, the Genocidaire may make a regular melee attack with a Great Axe as a Swift action.

Colossal Fissure (Su): with a Move-Equivalent action, the level nine Genocidaire can chop into the ground with a Great Axe, creating a 20' line that deals 10d6 Fire damage to all in the area if they fail a Reflex save (Strength-based). Additionally, the area burns with lava for 4 rounds. All in the area take 10d6 Fire damage each round and are Slowed. Those who pass the save can elect to move one step to the side and not start their next turn in the lava.

Omnicide Slice (Ex): with a Full Round action, the tenth-level Genocidaire may make a single attack with his Great Axe against every enemy he can see. Any enemy hit must pass a Fort save (Strength-based) or be split in half and killed. This is a [Death] effect.

Assumed Entry:

Barbarian 7

GREAT PUMPKIN

"You need ten servings of vegetables per day. Let me start you off..."

Many Pump-Kin turn to the path of the Great Pumpkin. This is not a gift-bearer at Halloween, oh no. It is a creature of terror and death, who sows seeds of ruin. And pumpkin seeds, too. Those who fall foul of a Great Pumpkin know that their time is limited.

Requirements:

Race: Jack

Skills: Intimidate 8 ranks

Special: Death Attack +6d6

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Great Pumpkin gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Death Attack:
1	+1	+0	+2	+0	Spellcasting, Eyes of Vegeatbles	+1d6
2	+2	+0	+3	+0	Eerie Glow	+1d6
3	+3	+1	+3	+1	Pumpkin Bomb	-
4	+4	+1	+4	+1	Burning With Evil	+1d6
5	+5	+1	+4	+1	Ripe Harvest	+1d6
6	+6	+2	+5	+2	Seeds of Treason, Halloween Feast	-

Eyes of Vegetables (Su): The Great Pumpkin can Scry (as the spell) through any vegetables – he needs to look into one vegetable, and his vision will extend out through another of his choosing. He can just try for “a cabbage out in Farmer Joe’s field” or whatever. Also, he suffers no harm from his head being detached, and can still look and talk through his detached head.

Spellcasting: every level, The Great Pumpkin gains Caster Level, spells known and spells per day as if he had gained a level in the Assassin class.

Eerie Glow (Su): the second-level Great Pumpkin constantly glows as per Ghost Lantern, and radiates an actual Aura of Fear: anyone who he Demoralises who is also within 15' of him, instead of suffering the usual penalties, Panics for 1d4 rounds.

Death Attack (Ex): every level except 3 and 6, The Great Pumpkin gains another d6 of Death Attack.

Pumpkin Bomb (Su): a number of times per day equal to his class level, the third-level Great Pumpkin can use a Standard action to hurl a small pumpkin bomb up to 50 feet away. It explodes with a 20' radius burst, and all in the area take 1d8 damage per hit die – half Fire, half Negative Energy. Those who pass a Ref save (Intelligence-based) suffer only half damage. Anyone who takes any damage from it smells of rotten pumpkin until they next wash (including their gear).

Burning With Evil (Su): starting at level four, The Great Pumpkin gains Fire Resistance equal to double his Hit Dice, and anyone who fails their saving throw against his Pumpkin Bomb catches fire and is also Sickened until the flames are put out – even if immune to the fire damage. Also, The Great Pumpkin's eyes glow with fire, which looks totally rad.

Ripe Harvest (Su): with a minute of work and a pumpkin seed, The Great Pumpkin can prepare a mostly-intact corpse so that, that night, it will grow into a subservient Pumpkin Zombie. Treat it as a normal Zombie that has had Awaken Undead cast upon it, and that shares the Fire Resistance of The Great Pumpkin. He may control two hit dice of Pumpkin Zombies per hit die, any excess will cause old ones to fall inert.

Seed of Treason (Su): when The Great Pumpkin hits level six, foes had better watch out. Anyone who takes damage from one of his Pumpkin Bombs must pass a Fortitude save (Intelligence-based) or have the vines take root and possess them – they instantly turn into a Pumpkin Zombie under his control. Every hour, they may attempt the save again (using the same bonus, despite the change of form). When they succeed (if ever), they transform back, but are Nauseated for 1d4 rounds.

Halloween Feast (Sp): once per week, the Great Pumpkin may cast Heroes’ Feast. The food consists of pumpkins, pumpkin pie and similar things. The drink is pumpkin juice, possibly fermented. It’s all pumpkin themed, every last bit. Even if the people taking part hate pumpkin, they still get the effects.

Assumed Entry:
Pump-Kin Assassin 5

HAUNTED ARMOUR

"Boo."

Most ghosts are spellcasters of some kind or another. Most, but not all. Some of them like to possess armour, haunting it (usually the armour they wore in "death") and using that to frighten people. Granted, not only can they scare them, they remain nigh-indestructable, and can unleash substantial damage on those they meet.

Requirements:

Base Attack Bonus: +10

Race: Ghost

Special: Knightly Spirit class feature

Hit Die: d12

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Ghost Armour gains proficiency with all armour and shields ever.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Host Armour:
1	+1	+2	+0	+0	Spiritly Knight, Host Armour	+1 Deflection
2	+2	+3	+0	+0	Poltergeistery	+1 DR/-, +5 Resist
3	+3	+3	+1	+1	Clatter	+2 Deflection
4	+4	+4	+1	+1	Bump in the Knight	+3 DR/-, +10 Resist
5	+5	+4	+1	+1	Greater Poltergeistery	+3 Deflection
6	+6	+5	+2	+2	Sword Magic	+6 Str & Con
7	+7	+5	+2	+2	Ghostly Army	+4 Deflection
8	+8	+6	+2	+2	Supreme Poltergeistery	+6 DR/-, +20 Resist
9	+9	+6	+3	+3	Nightmare Stab	+5 Deflection
10	+10	+7	+3	+3	Eternal Champion	50% Miss Chance

Spiritly Knight (Ex): the Haunted Armour is a knight, but very ghostly. His natural ability to move through objects improves: he may glide through the aether with a Move-Equivalent action, moving as per a Dimension Door.

Host Armour (Su): the Haunted Armour bonds with any Heavy Armour worn, becoming one with it. It cannot be Sundered or Disjoined, and provides scaling bonuses as he gains levels. Note that any given bonus is the total. It gradually provides a Deflection bonus to Armour Class, an Enhancement bonus to Damage Reduction /- and Energy Resistance, and an Enhancement bonus to Strength and Constitution. At level 10 it bestows a 50% Miss Chance against enemy attacks, which is not due to Concealment. Ghost Touch weapons and similar effects ignore this Miss Chance.

Poltergeistery (Sp): a second level Haunted Armour has the ability to hurl items at people, which hurts very much. As long as there is some object at least as hard as Iron that isn't nailed down and weighs under 100lbs, within 30 feet, he may launch it at any target within 30' as a Standard action. This requires a Ranged Attack roll, using Charisma instead of Dexterity. If it hits, the object deals 3d6+Hardness damage and forces the victim to attempt a Fort save (Charisma-based) or be Dazed for 1 round.

Clatter (Su): third level Haunted Armours can make very loud noises, clanging about to scare people. This requires a Swift action, and allows him to make a Demoralise attempt against every foe within 30 feet.

Bump in the Knight (Ex): a fourth level Haunted Armour can slam into people at great speeds, not needing fear for his own safety. When charging, he gains a bonus attack with his armour (providing he is wearing Heavy Armour). This uses the Armour's Enhancement bonus to AC as an Enhancement bonus to Attack and Damage, and deals 2d6 Bludgeoning damage (for a Medium creature), plus one and a half times his Strength modifier. If the foe is denied its Dexterity bonus against this attack, it falls Prone.

Greater Poltergeistery (Sp): at level five, the Haunted Armour learns a new form of Poltergeistery, gaining the ability to hurl swords with great accuracy. With a Standard action he may launch one 1-handed or Light melee weapon per BAB-derived attack, though he must actually possess the weapons. They may be launched up to 60 feet away, using his Dexterity modifier instead of Strength. The weapons all drop to the floor afterwards.

Sword Magic (Ex): a Haunted Armour who makes it to level six learns a special kind of magic, one involving swords. With a Standard action he may unleash this magical attack against an adjacent foe, as long as nobody else is adjacent to the foe. Count every empty square adjacent to the foe (not including diagonals, so 3 for a Medium opponent) and add this number as a Luck bonus on the Attack roll. If it hits, the weapon attack actually hits four times, and the damage is all added together before DR is subtracted. The target also takes Con damage equal to the Luck bonus.

Ghostly Army (Sp): the seventh level Haunted Armour can call up ghostly allies once per day. Doing so is a Standard action, and they last for one minute, gathering around him in a 100 foot radius. Any enemy in the area is automatically Entangled, and takes a single automatic hit from the Haunted Armour's primary weapon every turn as ghosts strike at them. This does not get the extra damage from Designated Opponent.

Supreme Poltergeistery (Sp): at level eight, the Poltergeistery of the Haunted Armour becomes supreme, and he can throw more or less anything about. He may use Poltergeistery on a number of items equal to his BAB, all within 50 feet, as a Full Round action.

Nightmare Stab (Su): starting at level nine, the Haunted Armour may let his ghostly essence show through when attacking people physically. With a Swift action he may manifest, so that the next attack he makes (as long as it is before his next turn) is very scary. The target, if hit, takes 1d6 Intelligence, Wisdom and Charisma Damage and must pass a Will save (Charisma-based) or fall Comatose for 1 round. When using this ability, he loses any Incorporeality, Etherealness or other miss chances until his next turn.

Eternal Champion (Ex): a tenth-level Haunted Armour is basically unstoppable, being immune to Level Drain, Ability Damage, Ability Drain, Critical Hits, Sleep, Paralysis and [Death] effects. This applies even if the armour is stolen off his ghostly body.

Assumed Entry:

Ghost Knight 10

HELL WARDEN

"You did terrible things in life. Now you shall redeem yourself, by doing terrible things to the right people."

Those who lead immoral or useless lives, or who through their lives away, can get into serious trouble. For many, the penalty is to become a Prinny, and there is a saying – "It could be worse, I could be a Prinny!"

It's not like the others get off lightly, though. Committing too many sins gets you sent to Hades, where you suffer great hardships and torment. And the one who does it? *The Hell Warden*.

Requirements:

Base Attack Bonus: +5

Skills: Sense Motive 8 ranks

Special: Proficiency with the Whip, Scourge or Riding Crop

Hit Die: d12

Skill Points: 2 + Intelligence Bonus

Weapon and Armour Proficiency:

The Hell Warden gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+1	+0	+2	+2	Punishment, Howling Chain, Shadow Well
2	+2	+0	+3	+3	Black Tentacles
3	+3	+1	+3	+3	Greater Mighty Wallop, Wall of Force
4	+4	+1	+4	+4	Torrent of Tears, Wall of Biting Chains
5	+5	+1	+4	+4	Force Cage, Lengthy Time of Torment

Punishment (Ex): Hell Wardens are good at correcting the actions of others. Once per round, a Hell Warden may add 1d6 per Class Level to a damage roll against a target she hits with a melee attack. If the attack deals Designate Opponent damage to the opponent, the Punishment damage bonus is maximised to 6 per Class Level.

Howling Chain (Sp): chaining people up is highly relevant to these pseudo-casters. The Hell Warden may cast Howling Chain once per class level per day (Charisma- or Wisdom-based, her choice).

Shadow Well (Sp): sending people into time out can be really effective. The Hell Warden may cast Shadow Well once per class level per day (Charisma- or Wisdom-based, her choice).

Black Tentacles (Sp): tentacles are great for restriction and punishment. Starting at second level, the Hell Warden can cast Evard's Black Tentacles once per class level per day (Charisma- or Wisdom-based, her choice).

Greater Mighty Wallop (Sp): Hell Wardens like smacking people really hard. Starting at third level, she may cast Greater Mighty Wallop once per class level per day.

Wall of Force (Sp): you never know when a prison needs a spare wall. Starting at third level, the Hell Warden can cast Wall of Force once per day per class level.

Torrent of Tears (Sp): Hell Wardens often punish people into tears. Starting at level four, once per class level per day, she may cast Torrent of Tears (Charisma- or Wisdom-based, her choice) as a Swift action. If the foe has already been subjected to her Designate Opponent damage in the turn it is used, they gain no save against this effect.

Wall of Biting Chains (Sp): impenetrable walls are all well and good, but sometimes you want menacing walls that scare and hurt foes. As such, the fourth-level Hell Warden can cast Wall of Biting Chains (Charisma- or Wisdom-based, her choice) once per day per class level.

Forcecage (Sp): sometimes you just need to lock someone up behind bars. At level five, the Hell Warden can cast Force Cage five times per day.

Lengthy Time of Torture (Sp): the fifth-level Hell Warden unlocks a particularly potent power. Once per day as a Swift action, she may cast Eternity of Torture on a foe who she has dealt Punishment damage to that round. However the foe isn't transported to a special dimension or anything, they're right there, and being so much as touched by an ally breaks the effect.

Assumed Entry:

Knight 5

Heretic

"Damn me? Oh, I'm already damned. Come, join the club..."

Not every healer is actually *nice*, you know. Plenty of them learn to be cruel, malicious killers, inverting their healing to cause harm and distress to those they meet. Sure, they are *able* to cast their spells the normal way and remove suffering... but where is the fun in that?

Requirements:

Feats: Tomb-Tainted Soul or Product of Infernal Dalliance

Skills: Knowledge (Religion) 8 ranks

Special: ability to cast Cure Serious Wounds, Cure Critical Wounds, or Heal

Special: actual Outsiders and Undead need not meet the Feat requirement

Hit Die: d6

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Heretic gains proficiency with the Dire Syringe and Bonesaw.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Spellcasting:
1	+0	+2	+0	+2	Reverse Healing	+1 Level
2	+1	+3	+0	+3	Healing Drain	+1 Level
3	+2	+3	+1	+3	Basic Heresy	+1 Level
4	+3	+4	+1	+4	Blasphemous Aura 1	+1 Level
5	+3	+4	+1	+4	Desecrated Aura	+1 Level
6	+4	+5	+2	+5	Advanced Heresy, Unhallowed Aura	-
7	+5	+5	+2	+5	Turmoil	+1 Level
8	+6	+6	+2	+6	Blasphemous Aura 2, Anti-Life	+1 Level
9	+6	+6	+3	+6	Expert Heresy	+1 Level
10	+7	+7	+3	+7	Anti-Restorative	+1 Level

Reverse-Healing (Su): the Heretic's mystical powers warp, becoming better at maiming people. Any time he casts a spell or Spell-like Ability that restores lost Hit Points, he may elect to instead deal the target an equal amount of damage. If the spell causes gradual healing, like Vigour, then the damage is gradual as well. This is not negative energy, and damages Undead.

Caster Level: every level except sixth, the Heretic continues to improve in spellcasting ability – Caster Level, Spells per day, Spells known and all the rest. He does not continue to gain extra spells through Advanced Learning, however.

Healing Drain (Su): starting at second level, the Heretic can suck the life from people to heal others. When casting a spell or Spell-like Ability that restores Hit Points to one target, he may also designate another target within range (making a Touch Attack if need be) to take an equal amount of damage.

Heresy (Sp): at third level, the Heretic gains Basic access to the Heresy Sphere. At level six, this becomes Advanced, and at level nine, it becomes Expert access. If he already has the listed access, then it improves to the next step instead. If he already has Expert access, he may gain or improve access to a different Fiendish Sphere.

Blasphemous Aura (Su): at level four, the Heretic is surrounded by an aura of Blasphemy, sucking life away from others and towards himself. He has Fast Healing 2, and all creatures within 10' lose 2 HP per round. At level eight, he gains Fast Healing 5, and all creatures within 25' lose 5 HP per round. He can suppress this at will, though it makes the Dark World sad. While the Aura is up, he does not suffer the bad effects of being on a Negative-Dominant Plane, in Hades or so on.

Desecrated Aura (Su): starting at fifth level, the Heretic radiates an Aura of Desecration – wherever he goes is considered to have a Desecrate spell cast on it, centred on him. He also counts as being a shrine to an evil deity for the purpose of Undead gaining bonus HP. If he actually is an Undead, he also gains this bonus.

Unhallowed Aura (Su): at level six, the Heretic radiates an Unhallow effect (though with no “rider” spells) wherever he goes.

Turmoil (Su): at level seven, the Heretic has a 50' aura that messes with the healing of others. Any time a Spell or Spell-like Ability is cast that restores Hit Points, if the caster or target is within 50' then the Heretic may elect to reverse the effect and have it deal damage instead.

Anti-Life (Su): a ninth-level Heretic's casting is so wicked that it is able to reverse life into death. If he can cast Raise Dead or a similar spell, he may instead reverse-cast it as Slay Living. If he can cast Resurrection or True Resurrection, he may instead reverse-cast it as Finger of Death.

Anti-Restorative (Su): the tenth-level Heretic is even able to reverse his restorative spells so as to cause terrible afflictions. He may choose to cast any of the following spells (that he is able to cast) as their opposite (in brackets): Remove Curse (Bestow Curse), Neutralise Poison (Poison), Cure Disease (Contagion), Lesser Restoration (a target within 30' must make a Fort save or take 1d4 ability damage to any one ability score), Restoration (a target within 30' takes one Negative Level), Break Enchantment (Feeblemind) and Greater Restoration (Energy Drain).

Assumed Entry:
White Mage 5

HERO!

“Out of the way, main character coming through!”

The Hero! class represents *traditional* heroes – martial warriors with signature fighting styles and their own special moves. Usually they’re the main character, and they start off in the party. That said, roleplaying games are about *groups* of PCs, but that doesn’t mean people can’t be as awesome as heroes, powered by Destiny!

Requirements:

Base Attack Bonus: +7

Skills: Survival 10 ranks

Feats: Combat School (any)

Special: something tragic must have happened to at least one of your parents

Hit Die: d10

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Hero! gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Other:
1	+1	+2	+2	+0	Signature Style	-
2	+2	+3	+3	+0	Signature Move	Advancement
3	+3	+3	+3	+1	Most Useful	-
4	+4	+4	+4	+1	Special Move	Advancement
5	+5	+4	+4	+1	Seize the Day by the Throat	-

Signature Style (Ex): the Hero! has his own way of fighting - that's just his style, and it's how he rolls. He can't help being cool, he was born that way. As such, he may increase the Threat Range of all weapons used in his Combat School by an amount equal to his Charisma Bonus. Additionally, any turn in which he attacks with a weapon listed in his Combat School, he gains a +3 Dodge Bonus to Armour Class until his next turn. Finally, whenever fighting opponents with a higher CR than his level, he always has the Edge against them.

Signature Move (Su): the second level Hero! develops a move that people remember him by - usually when explaining their injuries to the hospital staff and police. Using it makes him Fatigued, and it cannot be used if he is Fatigued (yes, if he is immune to Fatigue he may use it at will), but it is powerful enough to be worth the trade-off: with a Standard action he makes two attacks with any weapon selected from his Combat School, both at his highest Attack Bonus, and each deals an extra number of d6 in damage equal to his class level. If both hit the same target, the target becomes Staggered with no saving throw.

Advancement: at levels two and four, the Hero! gains one of the following:

- A Monk Fighting Style (level 4: a Master Fighting Style, providing he already has at least one Fighting Style) and +1 to his Armour Bonus from "Armoured in Life"
- A bonus [Combat] feat and, if applicable, an additional Kiai! use per day.
- An additional Stance *and* Manoeuvre, treating the class level as additional Soldier levels

Most Useful (Ex): the Hero! tends to be the most generically useful. At third level, all of his ability scores suddenly get the full +5 Inherent/Aardvark Bonus - keeping in mind that this will not stack with Wishes, Books and so on. Furthermore, his base move speed is doubled, and his carry capacity is tripled. With a Standard action, he may lift an adjacent ally who he could carry (even if it would be a Heavy load) and hurl them up to 50' away, letting them land safely.

Special Move (Su): at level four, the Hero! gains an even better special move. It functions like the Signature Move, except for the following changes:

- It can be used when Fatigued, making him Exhausted, and he disregards the penalties for Fatigue when executing it. He cannot use it when Exhausted.
- Both attacks gain a +5 Kestrel bonus to the attack and damage rolls
- A successful hit causes a 15' radius explosion, centred on the target, that only affects enemies. The explosion deals 10d6 damage (select one when gaining this ability: Sonic, Fire, Cold, Electricity, Acid, Magic Bludgeoning, Magic Piercing, Magic Slashing), with a Reflex Save for half (Strength-based). If two separate targets are hit, there are two explosions. If both attacks hit the one target, there is only one explosion.

Seize the Day by the Throat (Ex): the fifth-level Hero! is just plain awesome, and by gritting his teeth he can throw off just about any negative effect. With a Standard action, he may rid himself of any or all of the following:

- Ability Damage
- Temporary Negative Levels
- Poison
- Disease
- Sickened/Nauseated
- Staggered
- Fatigued/Exhausted
- Confused
- Paralysed/Held/Helpless
- Petrified
- Charmed/Fascinated/Dominated
- Any [Fear] effect

He can even do so if the nature of the effect would prevent him from doing so (such as preventing Standard actions, dictating his actions for him or making him unable to take physical/any actions). Additionally, doing so grants him a Divine Power effect for one minute.

Assumed Entry:

Human Monk 7, Samurai 7 or Soldier 7

ICE KING

"Impaling someone on the sword of their own ice statue? That's cold, man." "As cold... as ice."

If you thought Snowscapers were already good at making things cold, you haven't seen anything yet. Some people are so insanely dedicated to freezing the fuck out of things that they become royalty over ice, creating their own snowy subjects to rule over. It doesn't just get to their heads, though, it gets to everyone else's as well.

Requirements:

Feats: Great Fortitude

Skills: Survival 18 ranks

Special: Cold Fire Class Feature, Animate Snow Class Feature

Special: must be very enthusiastic about freezing things, and have had peaceful contact with (or summoned, for battle) a [Cold] creature.

Hit Die: d6

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Ice King gains proficiency with the Ice Aegis

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+2	+0	+2	Brittle Soul, Terra Ice
2	+1	+3	+0	+3	Peta Ice, Blizzard Cloak
3	+2	+3	+1	+3	Dominion Over Ice, Zeta Ice
4	+3	+4	+1	+4	Exa Ice
5	+3	+4	+1	+4	God of Ice and Snow, Hella Ice

Brittle Soul (Su): the Ice King is a master at chilling people to the point that they easily shatter. He may concentrate his will on a person or object in medium range and chill the target, dealing 1d6 cold damage + an additional 1d6 per two character levels beyond 1st (8d6 at 16th level, the earliest this could be gained, 9d6 next level, and 10d6 at 19th level). In addition, the target takes 6 points of Dexterity damage. The target may make a Fortitude save (Charisma-based) in order to take half HP damage and no Dexterity damage. Whether the save is successful or not, for the next 1d4+1 rounds the target has any Hardness and DR they possess cut in half, loses their Dexterity bonus to Armour Class (if any) and takes double HP damage from all sources except further uses of Brittle Soul.

Terra Ice (Sp): so cold is the Ice King that whenever he damages someone with Cold Fire, he may elect for the “fire” to reach their heart and then shoot out in a giant cluster of ice spikes. If he elects to do this, the target must make a Fortitude Save or die (unless immune to Critical Hits, in which case they are merely Anchored for 1 turn) and everyone else within 15' of the target must make a Reflex Save or suffer an equal amount of Cold damage to the original target. The giant glacial spikes remain after the power is used, corpses trapped within them as a reminder to everyone not to mess with him, though he may elect to make a Craft: Sculpture check with a DC equal to 10 + the Hit Dice of the foe to make the spike into an ice statue of the target trapped inside it. This is the equivalent of an eighth level spell.

Peta Ice (Sp): starting at second level, the Ice King can start conjuring friggin' icebergs out of nowhere, and leave them lying around the place as though it's not a problem. With a Full Round action, he may designate an area with a radius of 25' plus 5' per 2 hit dice, and 60' tall, within Long Range. That area suddenly has an iceberg in it. All in the area must pass a Reflex Save to be hurled to the edge of the area, suffering 1d6 Bludgeoning damage per 5' square moved. If there is no empty space to actually move to, they automatically fail. Those who fail the save are trapped, rendered Helpless and suffering 50 Cold damage every round they remain stuck there. This is the equivalent of a ninth level spell.

Blizzard Cloak (Su): when in his element, the second-level Ice King is very nearly untouchable. As long as he is in any kind of snow or mist, he has Total Concealment against all foes, as well as Fast Healing 10. If it is a full-on blizzard, the Fast Healing improves to 20 and he may Teleport to anywhere within that blizzard or any other blizzard as a Swift action.

Dominion Over Ice (Su): at level three, the Ice King becomes the true ruler over ice and snow. He may cast any of the following at will:

- Ice Castle
- Ice Ship
- Simulacrum (although only one may be in existence at a time)

Furthermore, any time he deals any kind of energy damage, even by throwing acid flasks or stabbing people with torches, he may elect to instead do an equal amount of Cold damage. Any special rider effects still trigger, no matter how strange it may be.

Zeta Ice (Sp): with just a Standard action, the third-level Ice King can call upon his loyal subjects and have them make a surprise visit once per hour: he may cast *Iceberg*, except it is in fact carved into the shape of a war galleon, complete with six cannons (with a DC 20 Craft: Sculpture check, the cannons actually work. For every 5 points he exceeds the DC by, there is one extra cannon), and crewed by a team of one Gelugon per character level, one of which is the Captain. The Captain has enough hit dice that his CR is 2 less than the King's character level, and has Magic Weapons and a Magic Hat that grants him an Enhancement bonus to Charisma, as well as a fragment of a map that seems to be useless but serves as a handy guide for finding the Land of Carnage.

They will hang around for ten minutes or until slain, at which point the ship flies off into space. If the Ice King so desires, he can climb onto the ship and journey off with them, granting directions, in which case the ship has an overland flight speed of 10 miles per hour. This is the equivalent of a ninth level spell.

Exa Ice (Sp): by concentrating for a full 24 hours, the fourth-level Ice King may create his own plane, as though casting *Genesis*. The plane has a radius of 5 miles per hit die possessed by the Ice King, and is filled with snow and ice. Every round someone spends there, they suffer 100 points of Cold damage with a Fortitude Save for half, and failing the save results in becoming Staggered for one round and Slowed until they leave. With a Full Round action, the Ice King can designate a number of targets equal to his character level, all within Long Range, and force them to attempt a Will Save. Those who fail are transported to his Ice Plane.

Furthermore, the Ice King may declare people immune to all negative effects of the plane, finding it peaceful and pleasantly cool wherever they go, if he wishes. He may likewise travel to and from there at will, and can revoke the immunity on a whim. He can only go to the plane, or send others there, if he has already created it.

Attune Form can be used to treat the individual as though declared immune, and as this immunity is not granted by the Ice King, he cannot revoke it. This is the equivalent of a ninth level spell.

God of Ice and Snow (Ex): at level five, the Ice King is a full-blown deity. He has Divine Rank 1 and all that entails, with the Portfolio of "Cold" and the Domains of *Cold* and *Oracle*. His Salient Divine Ability is as follows: as long as he concentrates, any single plane is covered in a perpetual Winter, complete with heavy snow, and all [Fire] effects are suppressed, dealing half damage, lasting half as long, halving their area of effect and with a Save DC 5 less than normal.

Furthermore, although he is subject to any usual restrictions on deities, often involving being forced out of the Prime and into his own Plane, he gains a most loyal and devout worshipper, who has a Challenge Rating of 18 and should be a Snowscaper, Cleric or someone with the [Cold] subtype. This worshipper is able to summon him to their current plane once per day for a minute at a time, letting him interfere with the mortal world.

Hella Ice (Sp): the fifth-level Ice King is able to make things so cold that there is no energy or movement at all, not even negative energy. It becomes Absolute Zero, the temperature at which everything dies. He may designate a 15' radius Burst in Medium range, and everything there dies with no save, even things that aren't alive - they become inanimate. The following round, the whole area becomes completely filled with and encased in ice (though if anything enters the area in the meantime, they are affected just like the others in the area), and the round after that, it is launched into space as a comet.

Assumed Entry:

Blue Mage 13/anything 2

IRON KNIGHT

"It's not that your flailing away bothers me, but I have a meeting in an hour."

Iron Knights aren't necessarily *made* of iron, it's just that they're usually clad in so much metal that they almost sink in stone. They are nigh-immune to "being hurt", and make pretty good guards, shrugging off attacks that would be fatal to others and then countering fiercely.

Requirements:

Base Attack Bonus: +7

Feats: Phalanx Fighter

Proficiency: Heavy Armour and Tower Shields

Hit Die: 20 HP per level (plus Con modifier as normal)

Skill Points: 2 + Intelligence Bonus

Weapon and Armour Proficiency:

The Iron Knight gains proficiency with all armour and shields ever.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Designate Opponent:
1	+1	+2	+0	+0	Damage Reduction, Heaviest	-
2	+2	+3	+0	+0	Retaliator	+1d6
3	+3	+3	+1	+1	Engine of Resistance	-
4	+4	+4	+1	+1	Spell Resistance	+1d6
5	+5	+4	+1	+1	Weapon Cogs	-
6	+6	+5	+2	+2	Even in Death	+1d6

Damage Reduction (Ex): the Iron Knight gains Damage Reduction $X/-$, where X is equal to his Base Attack Bonus. This stacks with other forms of DR the usual way.

Heaviest (Ex): when wearing Heavy Armour (or Heavier, if relevant in the game), the Iron Knight may add his Class Level to the Armour Bonus it provides to AC.

Retaliator (Ex): starting at second level, if a foe ever successfully hits the Iron Knight, they provoke an Attack of Opportunity from him. They also provoke an Attack of Opportunity from him if they successfully hit one of his allies while in a square he threatens.

Designate Opponent (Ex): every even level, the Iron Knight gains another d6 of Designate Opponent, just like a Knight. If he has Knight levels, this stacks. If not, then it's identical to that, so go read that.

Engine of Resistance (Ex): at level three, as long as he is wearing Heavy Armour (or heavier), the Iron Knight gets an Enhancement bonus to his Constitution equal to one third of his Hit Dice (round up), as well as Heavy Fortification.

Spell Resistance (Su): the level four Iron Knight enjoys Spell Resistance of $11 + \text{Hit Dice}$.

Weapon Cogs (Ex): at level five, the Iron Knight gains weapon cogs, with which he is automatically proficient. These are only available when wearing Heavy (or heavier) Armour, as they are extensions of the armour itself merging with his body. Forming or Unforming a Weapon Cog requires a Move-Equivalent action. He can always use his Strength modifier on attack rolls with Weapon Cogs, regardless of whether it is a ranged weapon or melee weapon. Attacking with a Weapon Cog only literally requires one hand to use it, but the other hand cannot make a weapon attack in a Two Weapon Fighting sort of way. Weapon Cog weaponry always has an enhancement bonus of $1/3$ the Knight's character level to attack and damage, rounded up. Available weapons are as follows:

- Gear Thrower: This is like a crossbow that never needs to be reloaded and has a very high rate of fire. It has a range increment of $40' + 5'$ per level, and every time it is fired, the Iron Knight can make two attacks on the same target (or on two different targets if they are within $10'$ of each other). Each attack does $1d6$ slashing damage and has a threat range of $18-20$.
- Rotary Cutter. This is like a buzz saw. It is a melee weapon that does $2d6$ slashing damage with a critical multiplier of $\times 4$.
- Magnetic Dust. This weapon is a series of extremely fine gears held together with magnetic force. It appears vaguely sword or axe shaped, but is grey and semi-transparent. It does $1d8$ piercing damage with a $\times 2$ critical, but attacks made with it are melee touch attacks.
- Diamond Drill. This weapon is the drill that will pierce the heavens! It does $2d6$ piercing damage with a $\times 4$ critical. While it is a melee weapon, Strength bonus is *not* added to damage, but the Drill bypasses any DR or Hardness.

Even In Death (Su): a sixth-level Iron Knight will act even after being killed – he remains “alive” and active for a number of rounds equal to his Constitution bonus, before toppling over. Usually it just takes that long for death to get past his armour and muscles.

Assumed Entry:

Knight 7

ITEM GOD

"This item is special. It is MY item. You have no idea how many hours I spent perfecting it."

Working to the top is *hard*. Rewarding, but still hard. To get a special magic item, then enter the item world and work on it until it is Level 200, loaded with Innocents that provide the best bonuses, with bills passed for the best stat gain, bosses double-killed, reverse pirating... and at the end of an item is the Item God. All Item Gods who stand atop the pyramid used to be regular adventurers, but they spent too much time on their items. But the weapon they wield makes it all very worthwhile.

Requirements:

Skills: Appraise 10 ranks

Special: Ancestral Weapon Class Feature, or Legacy Weapon or Artefact Weapon

Special: Must have travelled to at least three Item Worlds

Hit Die: d12

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Item God gains no new proficiencies

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Godly Weapon:
1	+0	+2	+2	+2	Hundred Level Weapon!, Item World (Rope Trick)	Wounding
2	+1	+3	+3	+3	Innocent!	Ghost Touch
3	+2	+3	+3	+3	Pirate Raid	Haste
4	+3	+4	+4	+4	Item World (Magnificent Mansion)	See Invisible
5	+3	+4	+4	+4	Innocent!!	Regeneration
6	+4	+5	+5	+5	Mystery Gate	Growth
7	+5	+5	+5	+5	Double-Kill	Intelligent
8	+6	+6	+6	+6	Innocent!!!	Mind Blank
9	+6	+6	+6	+6	Reverse-Pirate	Soul Stealing
10	+7	+7	+7	+7	Item World (Genesis), True Item God	More Intelligent

Hundred Level Weapon (Su): the special weapon of the Item God can never be taken from him without actually killing him – it is impossible to Disarm, Sunder, Steal or Disjoin, and he can't even give it away. He can put it in a bag or something, but then he's stuck holding the bag – basically, the weapon will always be his, no matter what.

Item World (Sp): the Item God can cast Rope Trick at will, pulling himself (and friends, if he desires) into the Item World of his weapon. He still has the weapon equipped when inside his own weapon. Don't think about it. At level four, he can cast Magnificent Mansion at will, again located inside the weapon. At tenth level, he can cast Genesis once per week to add to the Item World.

Innocent! (Ex): at second level, the Item God's special weapon gains an Innocent inside the Item World. He can go and chat with them, but more importantly they provide a benefit to it:

- Gladiator: +1 Enhancement bonus to Strength per 3 HD (round up)
- Coach: +1 Enhancement bonus to Dexterity per 3 HD (round up)
- Dietician: +1 Enhancement bonus to Constitution per 3 HD (round up)
- Bodyguard: +1 Deflection bonus to Armour Class per 3 HD (round up)
- Teacher: +1 Enhancement bonus to Intelligence per 3 HD (round up)
- Sage: +1 Enhancement bonus to Wisdom per 3 HD (round up)
- Idol: +1 Enhancement bonus to Charisma per 3 HD (round up)
- Fortune Teller: +1 Resistance bonus to Saving Throws per 3 HD (round up)

Pirate Raid (Ex): starting at third level, the Item God occasionally gets attacked by pirates in his Item World. There is always ample warning, and this basically provides level-appropriate opposition and some treasure, along with a Flying Pirate Ship to call his own.

Innocent!! (Ex): at fifth level, another Innocent just moves into the Item God's weapon. Again, they make good conversation, and again, they provide some useful benefit.

- Alchemist: the weapon delivers a Poison (Str-based, 1d6 Str/1d6 Str) one hit per round
- Assassin: the weapon Blinds a foe (Fort negates, Str-based) one hit per round
- Dragon: the weapon deals +1d6+BAB Fire damage per hit.
- Conductor: the weapon deals +1d6+BAB Sonic damage per hit.
- Madman: the weapon Confuses a foe (Will negates, Str-based) one hit per round
- Prankster: the weapon Dazes a foe (Fort negates, Str-based) one hit per round
- Dentist: the weapon Frightens a foe (Will negates, Str-based) one hit per round
- Polar Bear: the weapon deals +1d6+BAB Cold damage per hit.

Any effect caused lasts for 3 rounds.

Mystery Gate (Sp): the level six Item God can cast Planeshift at will.

Double-Kill (Su): everyone knows you have to double-kill an Item God to get the full bonuses. Once per week, if the Item God is slain, he returns to life (complete with his weapon returning to him) one minute later as per a True Resurrection.

Innocent!!! (Ex): starting at eighth level, the Item God's weapon benefits from *another* Innocent:

- Vampire: the Item God regains lost HP equal to any damage dealt by the weapon
- Wight: the weapon delivers one Negative Level with each hit, lasting for 1 hour
- Sensationalist: one hit per round Stuns the target (Fort-negates, Str-based) for 3 rounds
- Murderer: one hit per round slays the target (Fort-negates, Str-based), a [Death] effect
- Cat Burglar: one hit per round automatically steals and equips an equipped item
- Hypnotist: one hit per round makes the enemy fall Asleep (Will-negates, Str-based) for 1 minute

Reverse-Pirate (Su): at level nine, the Item God can use his Pirate Ships to go around reversepirating various weapons and items. Basically, once per week he can reverse-pirate a magic item to upgrade it into a Major Magic Item. Likewise, each can be given an Innocent from the first list.

True Item God (Ex): at level ten, the Item God becomes ultimate, gaining Divine Rank 0. This bestows:

- Immortality in the sense of being ageless and not needing to eat, sleep or breathe
- Maximum Hit Points per hit die
- The Outsider type
- A Deflection bonus to Armour Class equal to his Charisma modifier
- Immunity to [Mind Affecting] effects
- Immunity to Ability Drain, Ability Damage and Energy/Level Drain
- Immunity to Transmutation effects (other than ones he wants to be affected by)

Godly Weapon: as the Item God gains levels, his special weapon continues to gain ridiculous bonuses, practically becoming the real character. At first level, it is a *Wounding* weapon. At second level, it becomes a Ghost-Touch weapon. At third level, the Item God is constantly Hasted when wielding it. At fourth level, the Item God can constantly See Invisible (as the spell) when wielding it. At level five, the Item God has Regeneration 5 (overcome by dismemberment) when wielding it.

At level six, the weapon deals damage as though one size category larger. At level seven, it is an Intelligent weapon with Intelligence 14, Wisdom 10, Charisma 14, Speech, Empathy, 120' vision and hearing, and 2 Lesser Powers of choice. At level eight it can cast Mind Blank on the wielder as a Free Action at will. At level nine, it becomes a Soulstealing weapon – those slain are trapped inside and can never be brought back. At level ten, it becomes too smart, becoming Intelligence 18, Wisdom 10 and Charisma 18, gaining 120' Darkvision and Blindsense, Telepathy, and another Lesser Power and two Greater Powers of choice. A Greater Power may be swapped for a Special Purpose and Dedicated Power as normal.

Assumed Entry:
Samurai 7

KILLER PUPPET

"I'll make you a deal – no strings attached!"

Ten out of nine adventurers agree that Marionettes are *creepy*. They stalk around almost silently, their bodies not truly held together, and with the glowing eyes and those faces constantly painted on with grins. Not to mention their love of poison. Needless to say, they just flock towards the school of murder. And this Prestige Class is the most natural progression for them.

Requirements:

Race: Marionette

Skills: Sleight of Hand 8 ranks

Special: Sneak Attack +1d6

Hit Die: d6

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

The Marionette gains proficiency with any thrown weapon, even when throwing chairs and crap

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Sneak Attack
1	+0	+0	+2	+2	Spooky Spell-likes, Wooden Skull	-
2	+1	+0	+3	+3	Grand Juggler	+1d6
3	+2	+1	+3	+3	Puppeteering Puppet, Fake Visions	-
4	+3	+1	+4	+4	Deadly Illusion, Wooden Eyes	+2d6
5	+3	+1	+4	+4	Poison Poison	-
6	+4	+2	+5	+5	Treated Hardwood, Deadly Strings	+3d6

Spooky Spell-likes (Sp): the Killer Puppet can cast Mirror Image, Scare and Eyebite once each per hour. The save DC for any Spell-like ability is Intelligence-based.

Wooden Skull (Ex): due to having a head made of wood, the Killer Puppet is immune to being Dazed or Stunned, and is also immune to [Fear] effects.

Sneak Attack (Ex): at every even level, the Killer Puppet gains an additional Sneak Attack die.

Grand Juggler (Ex): at level two, the Killer Puppet threatens squares out to 15 feet and can make Attacks of Opportunity with thrown weapons.

Puppeteering Puppet (Su): starting at third level, if the Killer Puppet is engaged in a Grapple with a foe – no matter who is on top – it may use a Standard action to force them to make a Will save (Intelligence-based). If they fail, they are Dominated by it for one hour or until it Dominates another creature, whichever happens first.

Fake Visions (Sp): the third-level Killer Puppet can also cast Major Image, Minor Image and Silent Image once each per hour, and Phantasmal Killer once per day.

Deadly Illusion (Su): the Mirror Images of a level four Killer Puppet may attack on its turn. If it directs them to attack, then they can each make one attack with a weapon just as though they had its equipment. Any that hit do damage as normal but then disappear as though struck.

Wooden Eyes (Ex): starting at level four, the fact that the Killer Puppet's eyes are made of wood actually means something: it can never be rendered Blind or Dazzled (although invisible opponents are still invisible, and it does not gain the ability to see through Concealment).

Poison Poison (Su): with a Standard action, the level five Killer Puppet can blast lasers out, making a Ranged Touch Attack against all enemies within a 30' radius. Those hit suffer 1d8 Light damage per class level, and must pass a Fort save against a Poison (Intelligence-based). The Primary and Secondary damage are the same: 2d6 Con.

Treated Hardwood (Ex): at sixth level, the Killer Puppet's anti-parasite treatment and paintjob + varnish prevent most things from eating into it. It is immune to Strength Damage/Drain, Dexterity Damage/Drain, Constitution Damage/Drain and Disease.

Deadly Strings (Ex): the strings of the sixth-level Killer Puppet are more like piano wire than anything else. It is always treated as though equipped with a Garrote that can be used out to 15 feet and is a Magic Weapon.

Assumed Entry:
Marionette Rogue 5

MAGIC KNIGHT

"Of course, I'm grateful for them, and the size lets them store more magic, but... sometimes I wish I could see my own feet for once."

Some people use magic. Some people use swords. Some people use sword magic. And then there are people with magic swords. Well, the Magic Knight is a little of each of the above. They have a variety of spells available to them, though not to the extent of a dedicated caster, and can fight well in close combat, utilising the magic to empower their attacks.

Requirements:

Base Attack Bonus: +5

Proficient: all Martial Weapons

Special: Fire Bolts or Cold Fire or Wind Blast

Hit Die: d10

Skill Points: 2 + Intelligence Bonus

Weapon and Armour Proficiency:

The Magic Knight gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+1	+2	+0	+2	Fire Stab, Element Boost, Caster Level
2	+2	+3	+0	+3	Cold Stab
3	+3	+3	+1	+3	Breeze Stab, Element Curse
4	+4	+4	+1	+4	Attribute Caster
5	+5	+4	+1	+4	Overkill Stab
6	+6	+5	+2	+5	Sticks and Stabs, Mega Elements
7	+7	+5	+2	+5	Mind's Edge
8	+8	+6	+2	+6	Spellblade
9	+9	+6	+3	+6	Winged Slayer
10	+10	+7	+3	+7	Double-Cast

Fire Stab (Su): once per round, when the Magic Knight hits with a melee weapon, she may elect to also deal damage as though hitting the enemy with a single Fire Bolt or, if she lacks that feature, 1d4 Fire damage per Class Level.

Element Boost (Sp): with a Move-Equivalent action, a Magic Knight can empower her own elemental abilities, both Offensive and Defensive, as though becoming part elemental herself. She may add her Class Level as a bonus to a single Energy Resistance, and add her Charisma modifier to her Caster Level. Both last until the end of her turn.

Caster Level: if the Magic Knight has gained Wind Blast, Cold Fire or Fire Bolts in a way that does *not* scale by hit dice (such as by being a Space Knight), then it increases by 1 die per level of Magic Knight she possesses.

Cold Stab (Su): once per round, when the second-level Magic Knight hits with a melee weapon, she may elect to also deal damage as though hitting the enemy with a single Cold Fire or, if she lacks that feature, 1d4 Cold damage per Class Level. This may not be used in the same round as Fire Stab.

Breezy Stab (Su): once per round, when the third-level Magic Knight hits with a melee weapon, she may elect to also deal damage as though hitting the enemy with a single Wind Blast or, if she lacks that feature, 1d3 Wind damage per Class Level. This may not be used in the same round as Fire Stab or Cold Stab.

Element Curse (Sp): at third level, the Magic Knight gains the ability to curse others, weakening their ties to the elements. With a Swift action, she may designate an opponent within Medium range, and they are automatically affected: she chooses one energy type and, if Immune to it, the opponent merely takes half damage instead. If the foe normally takes half damage or is Resistant, they instead lose this and are affected normally. If they have no special weaknesses, they become Vulnerable, taking double damage. And if they are already Vulnerable, the damage is instead Tripled. This lasts until the beginning of her next turn.

Attribute Caster (Su): the level four Magic Knight is full of magical energy, and knows how to hurt people with it. Whenever she deals energy damage of a kind that she is resistant to, she may add her Energy Resistance to the damage. If she is Immune, she simply adds double her Hit Dice to the damage.

Overkill Stab (Su): at level five, the Magic Knight's power becomes a bit overkill. When she deals a Fire Stab, Cold Stab or Breezy Stab, the energy damage also blasts out to hit all enemies within 30 feet, although they are allowed a Reflex save (Intelligence-based or Charisma-based, her choice) to negate this.

Sticks and Stabs (Ex): starting at sixth-level, the Magic Knight is just as good with sharp things as she is with blunt things: any Staff, Short Sword, Long Sword, Bastard Sword or Great Sword she wields can deal Bludgeoning or Slashing damage as she pleases. It also adds any Enhancement bonus it has to her Attack Rolls, Damage Rolls and the Save DC of any Spell-like or Supernatural Abilities she casts.

Mega Elements (Sp): at sixth level, the Magic Knight gains access to a few additional Spell-like Abilities, to compliment her existing powers: *Fireball*, *Wall of Fire*, *Wall of Ice*, *Hold Monster* (Reflex Negates, non-[Mind Affecting]), *Slow*, *Chain Lightning*. These have a Caster Level equal to her hit dice, and are either Charisma-based or Intelligence-based, her choice. They can be cast at will. She may also cast *Haste* once per day as a Swift action.

Mind's Edge (Ex): the level seven Magic Knight blends her magic and martial prowess so well that it's actually hard to tell them apart. She may use her Charisma or Intelligence in place of her Strength when using melee weapons if she likes, and may use her Base Attack Bonus in place of her Caster Level for any ability, if she wishes. Anything that provides a bonus to Caster Level still applies the bonus if she does this. Note that this can result in her using Charisma to trip people with a Tripping weapon and for Break Tests and so on. That is okay.

Spellblade (Su): the eighth-level Magic Knight possesses even more power when it comes to channelling: with a Standard action, she may make a melee attack against a target. If the attack hits, they are affected and damaged as normal, but she may also cast any Spell she knows on that target as part of the action. If it requires an attack roll, it automatically hits, but saving throws are allowed as normal. If it would normally affect multiple targets, it only affects that target. If it would normally affect an area, it only affects the square(s) the target occupies. This can also be used for any Spell-like or Supernatural ability that emulates a Spell.

Winged Slayer (Su): with a Standard action, a level nine Magic Knight can launch herself into the air, making one attack which applies against every foe in a 60' Cone. This counts as charging, so all benefits and penalties for charging apply. At the end of the attack she lands anywhere she likes that is adjacent to the cone.

Double Cast (Su): the tenth-level Magic Knight is cheeky and can spam her abilities a lot. Technically this only works 10% of the time, except she knows when it won't work and suddenly cancels her action and selects the action again so that it *does* work, so in practice, ignore that: it always works. When using a Standard action to perform Winged Slayer or to unleash a Spell-like Ability or a Supernatural Ability that emulates a Spell, or when making a Fire Stab, Cold Stab or Breezy Stab, she may then elect to use a Swift action to do it again – targeting the exact same people/area, but making all rolls again. Effectively, many of her abilities can be used twice as often.

Assumed Entry:

Knight 2/Red Mage 4

MASKED HERO

"Shining in the darkness, I hide from people and cut evil. PRINNY RANGER!"

Remember seeing those oddball heroes who wear silly masks and go around fighting evil? Yeah. That's them. The Masked Hero is not what you'd actually expect, however, as his main use is reach: he gets places by flying really fast, and can shoot enemies from quite the distance as well. That is the true value of the one who dons the mask.

Requirements:

Skills: Jump 10 ranks

Proficient: Pistols

Saving Throws: Base Reflex Save +5

Hit Die: d6

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

The Masked Hero gains proficiency with all firearms.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+0	+2	+0	Super Flight, Scouting, Good in Lycra
2	+1	+0	+3	+0	Proximal Shot, Mystery Mask!
3	+2	+1	+3	+1	As Fast As Speed
4	+3	+1	+4	+1	Totemkreuz, Stylish Cape!
5	+3	+1	+4	+1	Cosmic Flight, Mr. Gency's Exit

Super Flight (Su): the Masked Hero has a crazy good Fly speed of 50' per Class Level (Perfect).

Scouting (Ex): the Masked Hero also has 120' Blindsight and Trapfinding – he's just that good a scout in the Item World. And everywhere else.

Good in Lycra (Ex): the Masked Hero is best when clad in tight-fitting lycra or spandex. When wearing such – which is either generic Not Armour, or could conceivably be Magic Clothing, Spidersilk Armour, any kind of Skivvies, or Magic Membrane – he may add his class level to the Armour Bonus and Maximum Dexterity, as well as to all Jump and Balance checks. He also halves all Fire, Cold and Electricity damage suffered while wearing such “armour”.

Proximal Shot (Ex): if the second-level Masked Hero shoots an adjacent foe with a Pistol, he may elect to make it the PROXIMAL SHOT! This deals +1d6 Force damage per Class Level, and he then slides up to 30' (his choice, minimum 10') in the opposite direction, which does not provoke Attacks of Opportunity. If this movement brings him adjacent to another enemy and he still has attacks remaining, he can use Proximal Shot again.

Mystery Mask! (Ex): at second level, whenever the Masked Hero actually *does* wear a mask, it is a total mystery – he gains a +10 Circumstance bonus to Disguise checks, and people seriously won't realise it's him.

As Fast As Speed (Su): at third level, the Masked Hero gains a +5 Enhancement bonus to Initiative, and his Land Speed is doubled. Additionally, he may use a Standard action at will to activate a Blink and Mirror Image effect – he's moving so fast, people can't keep track of him.

Totemkreuz (Su): a level four Masked Hero can shoot rays of fire that explode into burning crucifixes, and people are basically too scared to ask how that works. With a Standard action, he can designate a point in Close range and shoot that, filling a 20' radius, 150' tall Column with flames. All in the area take 1d10 Fire damage per Hit Die, with a Ref save for half (Dexterity-based).

Stylish Cape! (Ex): the fourth-level Masked Hero also enjoys a stylish cape. When he is wearing a cape, he is immune to Ability Damage/Drain and Energy/Level Drain. Yeah I know.

Cosmic Flight (Ex): at fifth level, the Masked Hero can fly in space with no ill effect. He gains a 1,000' Fly Speed (Poor) that he can use if he wants to go really fast (but is still allowed to swap down to his other, Perfect, fly speed), and can make special Charge attacks with this speed. As long as he charges at least 1,000 feet, any attacks he makes deal +20d6 Force damage on a hit, from all that explosive kinetic energy and the cosmic radiation wrapped around his fist. Additionally, everyone (besides the Masked Hero) in 30' of the foe is hit with a shockwave, taking 6d6 Sonic damage.

Mr. Gency's Exit (Sp): the fifth-level Masked Hero knows the secret emergency exit, Mr. Gency's Exit. He can cast *Teleport Without Error* at will.

Assumed Entry:
Ninja 7

NETHERWORLD SCOUT

“Geez, it’s tiring flapping my wings here all day. I wish they’d drawn some ‘at rest’ sprites for me.”

People often choose a Mothman to be their scout in the Netherworld wars – and indeed the Item World. They are fast and they fly. It’s because of this that a special Moth Corps was set up, just for the purpose of training new recruits to be the scouts of the Netherworlds.

Requirements:

Race: Mothman

Skills: Balance 7 ranks

Special: Abundant Leap class feature

Hit Die: d6

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

The Netherworld Scout gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Fly Speed:
1	+0	+0	+2	+2	Bug Buzz	+30’
2	+1	+0	+3	+3	Item World Scout	+50’
3	+2	+1	+3	+3	Surprise Mount, Double Accel	+100’
4	+3	+1	+4	+4	Teleport	+150’
5	+3	+1	+4	+4	Ninja Moth Dash	+250’
6	+4	+2	+5	+5	Planeshift, Triple Accel	+500’
7	+5	+2	+5	+5	Hell Pollen Turbo	+1000’

Bug Buzz (Su): the Netherworld Scout has a handy attack that allows him to freeze foes in their tracks, disrupting their nervous systems from a distance. The Bug Buzz can be used as an Attack action, with a range of up to 15 feet. It deals 1d8 Sonic damage, plus both the Scout's Hit Dice and Intelligence bonus, with a Will Save for half (Intelligence-based). Those who fail the save are Anchored in place for 3 rounds.

Fly Speed (Ex): the Netherworld Scout enjoys an Enhancement bonus to his Fly speed. This bonus depends on his class level (see the table above). The bonus on any given level is the total, they are not added together.

Item World Scout (Ex): starting at second level, the movement of the Netherworld Scout never provokes Attacks of Opportunity. This does not protect him from readied actions to attack those who enter reach or whatever, and other actions can still trigger Attacks of Opportunity.

Surprise Mount (Ex): the Netherworld Scout often needs to carry loads of stuff – indeed, some people like to use them as actual mounts in battle. At third level, his carry capacity is modified as though a quadruped, and additionally as though one size category larger. When using Hell Pollen, he can choose to not affect his rider.

Double Accel (Su): at third level, the Netherworld Scout can turbo boost such that he seems to be in two places at once. On any round in which he moves his full Fly speed or further, he gains a single Mirror Image that vanishes at the start of his next turn (unless destroyed before then).

Teleport (Sp): at level four, the Netherworld Scout gains the ability to cast *Teleport* at will.

Ninja Moth Dash (Su): at fifth level, the Netherworld Scout is awesome at avoiding enemy attacks, and can fly 50' as an Immediate action.

Planeshift (Sp): the sixth-level Netherworld Scout gains the ability to cast *Planeshift* at will.

Triple Accel (Su): at level six, the turbo boost of the Netherworld Scout is so obscene that he is even harder to target. He gains the Double Accel benefit when moving *one quarter* his Fly speed or more (round up to the next 5' increment), and an additional Mirror Image for every quarter beyond that – so a double move would indeed result in eight Mirror Images. If his movement would create four or more Mirror Images, he creates a Sonic Boom, forcing all within 30' of the point he started moving from to make a Fortitude Save (Intelligence-based) or be Deafened for 1 minute.

Hell Pollen Turbo (Ex): at seventh level, the Netherworld Scout produces Hell Pollen extra fast, creating massive clouds of the stuff. Those affected take 1d4 damage per hit die, instead of 1 damage per hit die.

Assumed Entry:
Mothman Monk 4

OFFICER

“Come on! I order you to turn into a robot and shoot the ground so hard a volcano forms!”

In every war, you need officers to lead the troops. It is important to maintain a hierarchy of command, to keep order and discipline in the ranks. And in this meritocracy, officers are by nature high-level, not simply entering some silly officer school.

Requirements:

Skills: Intimidate 9 ranks, Diplomacy 9 ranks

Feats: any [Leadership] Feat

Hit Die: d6

Skill Points: 8 + Intelligence Bonus

Weapon and Armour Proficiency:

The Officer gains proficiency with Light Armour, Pistols, Short Swords, Long Swords and Whips.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Discipline Bonus:
1	+0	+0	+2	+2	Quick Command, Braveheart	1d4
2	+1	+0	+3	+3	Reactive Command, Imperious	1d6
3	+2	+1	+3	+3	Contingent Command	1d8
4	+3	+1	+4	+4	Ludicrous Order, Mass Braveheart	2d6
5	+3	+1	+4	+4	Suicide Order, Usurp Leadership	3d6

Quick Command (Ex): with a Swift action, the Officer can shout an order out to an ally within 60 feet of her. The ally may then do any one of the following with an Immediate action:

- Charge someone
- Make a move action – this does not provoke Attacks of Opportunity
- Make a single attack
- Perform a combat manoeuvre such as a Trip or Grab
- Consume a consumable item

Braveheart (Sp): the Officer can cast Braveheart at will. At level four, she can cast Mass Braveheart at will.

Discipline Bonus (Su): as the Officer gains levels, she gets better at bossing people about. All allies within 30 feet gain the listed amount as a bonus to all damage rolls as long as she is not prone.

Reactive Command (Ex): with an Immediate action, a second-level Officer can suddenly shout out an order to an ally within 60', just like Quick Command except on someone else's turn. This does not actually use up her Swift action for the following turn, although she still can't take multiple Immediate actions in one turn.

Imperious (Ex): when the second-level Officer hits a foe with either a Charge or a Standard attack, she is very commanding about it. One ally within line of sight gains a Good Hope effect, and the enemy struck must pass a Will Save (Charisma-based) or Cower for one round.

Contingent Command (Ex): every day, the third-level Officer may make a number of Contingent plans equal to her Intelligence bonus (minimum 1). These last until the end of the day or until triggered, whichever happens first. She simply needs to specify the trigger for the contingency (such as “when I am attacked” or “when anyone is hit” or “when an enemy is seen within range”) and the action taken (any Move-Equivalent or Standard action or a Charge). When the conditions are met, she may designate an ally (not an action) to make the specified action. This can happen out of turn, even when Flat-Footed, and is a Free action.

Ludicrous Order (Su): a fourth-level Officer gives orders so absurd that people have to be magical to pull them off. Yet they still try. With a Standard action, she may give an order to any ally within 100 feet. They may then perform a Standard or Move-Equivalent action, or make a Charge, as an Immediate action, and additionally benefit from one of the following from the start of this action until the beginning of the Officer's next turn:

- Burrow 50'
- Fly 50' [Perfect]
- A Breath Weapon (60' Cone or 120' Line, Con-based DC, 1d10 Fire per HD)
- Teleport Without Error as a Spell-like Ability
- Growth of one size category (with ability score changes as normal)

Suicide Order (Ex): a fifth-level Officer can use a Standard action to order someone within 100' to commit suicide. They must make a Will Save (Charisma-based) or spend 4 rounds making their best efforts to kill themselves.

Usurp Leadership (Sp): the level five Officer may cast Song of Discord at will. The Save DC is Charisma-based.

Assumed Entry:

Samurai or Knight 6

ORC KING

*"Behold the king! *snort* The king of kings! *grunt*"*

It's just natural for orcs to attack in great big mobs, trying to overpower the enemy and drown them beneath numbers of foes. But for these mobs, you need *leaders*. After all, they become a wild, incoherent mass of chaos and violence otherwise. Orc Kings prove their worth to other orcs by unveiling the special powers gifted to them by unknown forces.

Requirements:

Race: Orc

Base Attack Bonus: +6

Feats: Leadership

Hit Die: d12

Skill Points: 2 + Intelligence Bonus

Weapon and Armour Proficiency:

The Orc King gains no new proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Rage Dice:
1	+1	+2	+0	+0	Rage, Attack More!	+1d6
2	+2	+3	+0	+0	Rocket Punch, Pile-On	-
3	+3	+3	+1	+1	Supreme Dogpiling	+2d6
4	+4	+4	+1	+1	Orc Throw, Orc Combo	-
5	+5	+4	+1	+1	Orcish Resilience	+3d6
6	+6	+5	+2	+2	Mega Pile-On!	-
7	+7	+5	+2	+2	Great Orc God	+4d6

Rage (Ex): the Orc King gains the basic Rage ability of a Barbarian if he lacks it. As he gains levels, he gains additional Rage dice.

Attack More! (Ex): any round in which the Orc King makes a Charge, Standard Attack or Full Attack, he may make an additional single attack at his highest attack bonus with a Swift action. Additionally, by spending a Move-Equivalent action shouting orders, he grants this ability to all allies within 50' for one round.

Rocket Punch (Su): when charging, the second-level Orc King can move 50' further and can Fly (Perfect) for that round. The next round he will start to fall if he doesn't charge again.

Pile-On (Ex): the second-level Orc King is good at getting assistance from his allies, who are only too happy to help put the boot in. He gains Flanking bonuses from adjacent Orcs against all foes (however flanking bonuses do not stack).

Supreme Dogpiling (Ex): when Flanking or Aiding Other, the level three Orc gives/receives a +5 bonus instead. Likewise, when attacking an enemy he Flanks, or receiving an Aid Other, he may add his Base Attack Bonus to the damage, which stacks with the Blitz ability if he does that.

Orc Throw (Ex): if the level four Orc King hits an opponent with a melee attack, he may elect to launch them 50' into the air at an angle. They land 50' away and take falling damage for a 50' drop as well. For every size category the target exceeds the Orc King's by, both distances are reduced by 10 feet, and for every size category he exceeds theirs by, both distances are increased by 10 feet.

Orc Combo (Ex): at level four, the Orc King is a maniac at smacking people around the place and scrambling their brains. If he directs a Full Attack at one foe, and every attack hits, the foe must pass a Fortitude Save (Strength-based) or be knocked Prone and rendered Confused on their next turn.

Orcish Resilience (Ex): the fifth-level Orc King is so tough that people can use him as a shield. Literally. Any time an enemy attacks an ally on the opposite side of him, they gain a Shield Bonus equal to his Class Level. Furthermore, he gains an additional 2 HP per hit die. This increases as further hit dice are gained, of course.

Mega Pile-On (Ex): starting at sixth level, whenever the Orc King makes a Full Attack, every allied adjacent Orc may make a single attack as a Free action, interrupting the initiative order. These attacks must be made against the same target as at least one of the targets of the Full Attack. They all benefit from the Pile-On and Supreme Dogpiling abilities.

Great Orc God (Su): once per minute, a level seven Orc King can call upon the Great Orc God. It appears in a 15' radius, 50' tall column in Close range. All in the area just take 1d6 Bludgeoning damage per Hit Die, and are knocked Prone. An actual physical golden statue (Gargantuan) remains in the area, shoving anyone in the area out to the edge of the effect. If there is no space for them to go, they are trapped beneath it.

Assumed Entry:
Orc Barbarian 6

OVERLORD

"I'm one badass FREAKIN Overlord!"

Just about everyone aspires to be Overlord one day. Plenty of people *are*, in fact. Heck, it's not even that hard. The thing is, there's being an Overlord – ruling over a Netherworld and having the title, and then there's truly BEING an Overlord, with all the power it bestows. This class is the difference.

Requirements:

Skills: Knowledge (The Planes) 10 ranks

Base Attack Bonus: +9

Feats: any [Leadership] feat

Special: must be seriously bad-ass

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Overlord does not gain additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+1	+2	+2	+2	Netherworld (Mansion), Payday-Punch
2	+2	+3	+3	+3	First Title!, Power Growth
3	+3	+3	+3	+3	Overlord's Wings
4	+4	+4	+4	+4	Hellish Blade
5	+5	+4	+4	+4	Netherworld (Castle and Grounds), Mana Strike
6	+6	+5	+5	+5	Teleport Without Error
7	+7	+5	+5	+5	Second Title!
8	+8	+6	+6	+6	Eternal Glory
9	+9	+6	+6	+6	Overlord's Wrath
10	+10	+7	+7	+7	Netherworld (Plane), Ultimate Title

Netherworld (Ex): the Overlord has a Netherworld, pretty much by definition, and gains the ability to Planeshift to and from there with a Standard action as a Supernatural ability. He can only travel from there to any place he has actually been, however. At first level, the Netherworld is just a mansion (complete with stocked pantry and everything). At level five, it becomes a huge castle and grounds, complete with gardens and a small forest. At tenth level, it is an entire plane unto itself.

Payday Punch (Ex): every time the Overlord hits someone with a melee attack, he gains additional GP or Hell equal to the amount of damage dealt.

First Title! (Su): at second level, the Overlord gains the title of [Overlord]. Anyone who uses Detect Magic or Detect (his Alignment) on him will see such an overwhelming aura that they must make a Will save (Charisma-based) or be Dazed for one round. Additionally, he may cast Dimension Door as a Swift action at will, and his Title cannot be changed against his will.

Power Growth: starting at second level, some existing aspect of the Overlord continues to advance. Select *one* of the following:

- His Caster Level (including Spells per day, Spells Known and so on) increases by 1 every even level
- His Armoured in Life bonus improves as normal, and his class level is added to his Monk level for the purpose of determining Fighting Style types available. At levels 5 and 10 he gains a new Fighting Style.
- He gains a bonus [Combat] feat at levels 5 and 10, and gains an additional use of Iaijutsu every even level
- He gains another Rage Die every even level
- He gains another d6 of Designate Opponent damage every even level
- For the purpose of determining Mystic Arts, he may add his Overlord level to his Ninja level. His Armoured in Life bonus improves as normal, at level 5 he gains an additional Jutsu Point and at level 10 he gains a Mystic Art
- At levels two, six and ten, he gains access to a new Sphere, or improves his access to an existing one.

Overlord's Wings (Ex): at third level, the Overlord actually grows wings or something similar. He gains a 30' Fly Speed (Average) and can cast Wings of Cover as a Supernatural Ability once per day.

Hellish Blade (Su): with a Swift action, the level four Overlord can call a weapon from nothingness, pulling it from the aether. It is a Magic Weapon, made from generic substance, and as such looks very spooky. It can be any kind of Melee Weapon that he is proficient with, and disappears when it leaves his hand. Additionally, his melee attacks (with *any* weapon) ignore all Damage Reduction.

Mana Strike (Su): a fifth-level Overlord automatically steals the soul of anyone he kills with a melee attack, and can use the soul to craft special items or whatever. Or he can just torment them and boast about it. At any rate, they can't be brought back without first killing the Overlord.

Teleport Without Error (Sp): three times per day, the level six Overlord – the master of Teleport Ambushes – can cast Teleport Without Error. This is not the Fiend version, it is the proper spell version.

Second Title! (Su): at seventh level, the Overlord's title upgrades to [Bad-ass Overlord] or something similar. His reach improves by 50 feet, however he does not threaten these extra squares – he can simply attack into them without moving and so on. Additionally, anyone who views him with Detect Magic or Detect (his Alignment) must pass a Fortitude Save (Charisma-based) or be permanently Blinded by the immense power of his aura. He may also add his Charisma modifier to all damage rolls.

Eternal Glory (Ex): at level eight, the Overlord is very nearly an immortal creature. He gains Damage Reduction 10/- as well as Fire, Cold, Acid, Electricity and Sonic Resistance 10. He also gains Fast Healing 10 to top it all off.

Overlord's Wrath (Su): a level nine Overlord finally develops his own special destructive super move. He may use it once per three rounds, but all details must be decided on when first chosen. It deals 10 damage per Hit Die of any one type (Fire, Cold, Electricity, Acid, Sonic, Magical Slashing, Magical Bludgeoning, Magical Piercing), with a Saving Throw for Half (select one: Fort, Ref or Will). The Save DC is Charisma-based. The Area of Effect can be any of the following:

- 60' Zig-Zag
- Close Range Heart Pattern (see below) or similar weird thing the MC is okay with
- 50' Line
- 20' Cone
- 10' radius Burst in Close Range

Heart Pattern:

```
○ A ○ A ○  
A ○ A ○ A  
A ○ ○ ○ A  
○ A ○ A ○  
○ ○ A ○ ○
```

The A squares are targeted, the ○ squares are not.

Finally, select a single condition that happens to those who fail the Saving Throw:

- Dazed for 1 round
- Entangled for 3 rounds
- Sickened for 1 day
- Nauseated for 1 round
- Confused for 1 minute
- Shaken for 10 minutes
- On fire until put out

Ultimate Title (Ex): at level ten, the Overlord becomes truly bad-ass and ultimate, gaining the Title of [God of all Overlords]. He wins the game, and gains the following as a Rank 0 Deity:

- Immortality in the sense of being ageless and not needing to eat, sleep or breathe
- Maximum Hit Points per hit die
- The Outsider type
- A Deflection bonus to Armour Class equal to his Charisma modifier
- Immunity to [Mind Affecting] effects
- Immunity to Ability Drain, Ability Damage and Energy/Level Drain
- Immunity to Transmutation effects (other than ones he wants to be affected by)

Assumed Entry: Samurai (or Knight, Monk, Ninja, Barbarian...) 9

PLASMA PROFESSOR

"And... BOOM! HAHAHA!"

The Plasma Professor is the mad scientist of the Disgaeaverse. Drawing upon the power of Mechanus (presumably), she builds things that are unstable and dangerous, yet very useful, all the while augmenting her own body in weird ways.

Requirements:

Skills: Knowledge (Engineering) 8 ranks, Disable Device 8 ranks, Craft (any) 8 ranks

Special: an Android only needs to meet any one of the skill requirements

Hit Die: d6

Skill Points: 8 + Intelligence Bonus

Weapon and Armour Proficiency:

The Plasma Professor becomes proficient with any weapons or armour she personally makes.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+0	+2	+2	Plasma Overload, Inventions!
2	+1	+0	+3	+3	Cyber Eyes, Gimmick Body
3	+1	+1	+3	+3	Constructed Assistant
4	+2	+1	+4	+4	Nano-Repair
5	+2	+1	+4	+4	Better Inventions!
6	+3	+2	+5	+5	Cybernetic Insides
7	+3	+2	+5	+5	Plasma Boost
8	+4	+2	+6	+6	Too Many Assistants
9	+4	+3	+6	+6	Best Inventions!
10	+5	+3	+7	+7	Plasma Fusion Burst, New Body

Note: invention stats can be found in the "New Equipment" section

Plasma Overload (Su): the Plasma Professor actually *is* plasma-powered. She doesn't need to eat or sleep, but if reduced to zero Hit Points, she explodes in a 30' radius. This deals 1d10 Fire damage to all in the area, with a Reflex Save for half (Intelligence-based).

Inventions! (Ex): each level, the Plasma Professor can build one invention off the following list.

All inventions have one (and only one) basic effect, chosen from this list:

- Enhancement bonus to one Ability Score: +1 per 3 HD
- Deflection bonus to Armour Class: +1 per 3 HD
- Additional Attacks of Opportunity: +1 per 3 HD
- Bonus to Caster Level of scaling effects that grant bonuses/benefits: +1 per 2 HD
- Bonus to Natural Reach: +5' per 2 HD
- Enhancement bonus to Damage Reduction: +1 per 2 HD
- Competence bonus on one skill that isn't Use Magic Device: +1 per HD
- Enhancement bonus to Save DCs: +1 per 4 HD
- Bonus to Iaijutsu Pool or effective Knight level or something similar: +1 per 4 HD
- Enhancement bonus to any one Movement Speed: +5' per HD
- Spell Invulnerability: up to a maximum level of (1 per 4 HD)

This applies when the invention is being held, worn or equipped.

Starting at first level, the inventions can be from the following list:

- Vacuum Box
- Beam Sword
- Emperor Drill
- Laser
- UFO-Yoink!
- Rotor-Scythe
- Flamethrower
- Minionbot 3,000

Cyber Eyes (Ex): at second level, the Plasma Professor replaces her eyes with mechanical ones. They can change colour at will, and make her immune to Blindness and Dazzling. She gains Low- Light vision and 60' Darkvision, as well as the ability to cast Detect Evil, Good, Chaos, Evil and Magic at will.

Gimmick Body (Ex): at second level, the body of the Plasma Professor is one big gimmick, really. She gains Steel Angel as a bonus feat, gaining the benefits *even if she isn't an Android*. If she **is** an Android, she gains a +2 Racial bonus to all ability scores (and, if already possessing Steel Angel, may select another feat as a bonus feat as long as she meets the requirements). Either way, she is considered to always have Masterwork tools for anything she ever attempts.

Constructed Assistant (Ex): at third level, the Plasma Professor builds an assistant: a Prinny. The Prinny is a cohort with the Elite Array, and a number of Hit Dice equal to her own, minus 2. It has two Masterwork Daggers – if she wants anything better than that, they come out of her budget (and magic item attunement – it's really just an extension of her will, not a real individual).

Nano-Repair (Ex): at level four, the Plasma Professor gains Fast Healing equal to her class level, and restores one point of Ability Damage per round. She also becomes immune to Disease, even magical ones, as the nanites beat the crap out of bacteria and eat them.

Better Inventions! (Ex): starting at level five, the Plasma Professor can pick inventions from the following, Better, list:

- Makai Cannon
- Remote Device
- Gatling Gun
- Bomb
- Bazooka
- Rocket Boots
- Assassin Doll

Cybernetic Insides (Ex): beginning at sixth-level, the Plasma Professor's robotic body now has a chance to ignore any critical hit or similar ability equal to her class level x 10%, and she gains an Enhancement bonus to Constitution equal to a third of her Hit Dice (round up).

Plasma Boost (Su): the seventh-level Plasma Professor is going turbo from her internal plasma engines, and could go off at any minute. But it's all good – she is permanently Hasted, and can throw two bolts of Plasma as Ranged Touch Attacks out to 30' with a Standard action. These Plasma Bolts deal 1d6 Fire damage per Class Level.

Too Many Assistants (Ex): at level eight, the Plasma Professor gets two more Prinnies, just like the first – whether she likes it or not. She also constructs one Rifle Demon, which follows her around and helps in its own special (violent) way. It also continues to gain hit dice as she gains levels, so that its hit dice equal her own, minus three.

Best Inventions! (Ex): starting at level nine, the Plasma Professor's inventions can be the Best:

- Accelerator
- Helldam RX
- Prinzooka
- Cooperatron
- Super Battleship Yoshitsuna
- Dark Sun Portable

Plasma Fusion Burst (Su): the tenth-level Plasma Professor has awesome plasma power. She becomes immune to Cold (her extreme heat just melting it before it reaches her) and Electricity (the electromagnetic plasma field rendering it useless). If reduced to 0 HP or less, her explosion is slightly bigger than before: it becomes a 60' radius, 300' high Column that deals 2d6 Fire damage per Hit Die. There is still the Reflex save for half, however.

New Body (Ex): at level ten, the Plasma Professor can actually build herself a new, bigger, robotic body. If she so wishes, she may grow one or two size categories larger, gaining the usual modifications for those size changes. Doing so grants her the capacity to carry living creatures inside her stomach and chest cavity, via hatches, ~~entry plugs~~ or actually swallowing them. The amount of creatures she can contain is as normal for the Swallow Whole capacity of a creature her size. Embarking or Disembarking requires a Standard action on the part of either the passenger (to clamber in/out) or her (to shovel them in or cough them up).

Assumed Entry:

Android Knight 5 or Human Ninja 5

PRETTY PRINCESS

"I like using Wall of Fire to warm my tea pot!"

Not only in Touhou are there all these little girl spellcasters who hold tea parties, oh no. In actual fact, Disgaea has *plenty* of that as well. And it turns out that the tea parties actually improve your magic, as does acting superior to everyone.

Requirements:

Skills: Knowledge (Nobility and Royalty) 8 ranks, Diplomacy 8 ranks, Use Magic Device 8 ranks

Special: a Caster Level

Special: a character who can cast actual Spells needn't have the Use Magic Device ranks

Special: the character needn't be pretty, a princess, or even female. But it's weird otherwise.

Hit Die: d6

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

The Pretty Princess gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+0	+2	+2	Ribbon Twirl, Just as Resistant, Spellcasting
2	+1	+0	+3	+3	Armour of Contempt, Prettiness +1
3	+1	+1	+3	+3	Magic Tea Party
4	+2	+1	+4	+4	Heart Breaker
5	+2	+1	+4	+4	Love Shot, Prettiness +2
6	+3	+2	+5	+5	Arcane Sweet Tooth

Ribbon Twirl (Su): the Pretty Princess can summon and twirl a magical ribbon, to hurt and annoy those around her. With a Standard action, she makes one ranged attack against every enemy in 30 feet, and those who she hits take 1d6+Cha Force damage. They must also make a Reflex Save (Charisma-based) or be Entangled until the end of her next turn.

Just as Resistant (Ex): levels of Pretty Princess are added to any existing levels (greater than zero) the Pretty Princess has in other classes for the purpose of increasing Energy Resistance.

Spellcasting: at every level except two and five, the Pretty Princess is considered to have gained a level in a spell-casting class she has, gaining additional Caster Level, Spell Slots and Spells Known.

Armour of Contempt (Su): a second-level Pretty Princess is too important to be hurt by common people. As such, she may add her Charisma modifier to her Armour Class at all times, even when asleep, and once per round, when damaged by an effect, may attempt a Will save (DC = damage dealt) to halve the damage as she disbelieves it.

Prettiiness (Ex): at levels two and five, the Pretty Princess gains a Prettiiness bonus. This is added to the Caster Level and Save DC of any [Charm] effect she uses, and to Perform checks.

Magic Tea Party (Sp): a third-level Pretty Princess may hold a special Magic Tea Party once per day. This takes an hour to perform, and everyone involved benefits from a Heroes' Feast effect. However, the people involved are completely unable to attack (or plan the demise of) each other for the following 24 hours, and all must make a Will Save (Charisma-based) against a [Mind-Affecting, Charm] effect or be Charmed by her. She may also choose to serve *one* of the following at the party, granting a benefit to all who partake of it:

- Strawberry Shortcake: All forms of Fire damage dealt by them are Empowered for 24 hours
- Lemon Meringue: All forms of Acid damage dealt by them are Empowered for 24 hours
- Blueberry Muffin: All forms of Cold damage dealt by them are Empowered for 24 hours
- Peppermint Cheesecake: All forms of Sonic damage dealt by them are Empowered for 24 hours
- Boysenberry Tart: All forms of Electricity damage dealt by them are Empowered for 24 hours
- Caramel Tart: All Energy Resistances they have are doubled for 24 hours
- Pavlova Angelcake: all who eat it gain a +4 Sacred bonus to Saving Throws for 24 hours

Heart Breaker (Su): the level four Pretty Princess can break the hearts of those around her with ease. With a Standard action, she may designate someone within Close Range. They must make a Will Save (Charisma-based) against a [Charm] effect or be Charmed. If that save is failed, they must make another Will Save (Charisma-based) or suffer a Crushing Despair effect.

Love-Shot (Su): at level five, the Pretty Princess develops the special magical skill of shooting people through the heart with a love shot, BOOM! With a Standard action, she designates someone within 250 feet, and they must make a Reflex Save (Charisma-based) or suffer 1d8 non-lethal damage per Hit Die and be Dazed for 1 round.

Arcane Sweet Tooth (Su): a sixth-level Pretty Princess has a real sweet tooth for magic, and for sweets. She may serve all of the options at a Magic Tea Party, granting all benefits. Additionally, she gains Basic access to the Majesty Sphere. If she already has Basic access, it becomes Advanced. If she already has Advanced access, it becomes Expert. If she already has Expert access, she can pick any other Sphere to gain Basic access to or improve her access to.

Assumed Entry:

Red (or Blue, Green or White) Mage 5

PRISM MAGE

"I know there are only three colours here, shut up."

It's almost a matter of fact that the best casters end up branching out so that they can cast everything, in the Disgaeaverse. Having access to all three elemental forces to use on a whim is a great thing to have at your disposal, and eventually getting hold of Star power as well?

Requirements:

Skills: Knowledge (Arcana) 8 ranks

Special: Fireballs or Ice Beam or Air Walk as a Class Feature

Hit Die: d6

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Prism Mage gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+0	+2	+0	Elemental Prism, Advancement
2	+1	+0	+3	+0	Prism Resistance! 5
3	+2	+1	+3	+1	Weakness Finder
4	+3	+1	+4	+1	Prism Resistance! 10
5	+3	+1	+4	+1	Elemental Refraction
6	+4	+2	+5	+2	Prismatic Aura
7	+5	+2	+5	+2	Omega Spell
8	+6	+2	+6	+2	Break Enchantment, Prism Resistance! 15
9	+6	+3	+6	+3	Prismatic Spray
10	+7	+3	+7	+3	Galaxy Mage, Prism Resistance! 25

Elemental Prism (Ex): the Prism Mage can change his powers around more or less on a whim. Any spell, spell-like ability or supernatural ability he possesses that deals Fire, Sonic or Cold damage can do any of the three, similar to "Energy Substitution". He can even split it half-and-half between two of them, or equally amongst the three. The selection must be made before any saves or attack rolls are attempted.

Advancement: levels of Prism Mage count as levels in Blue, Red or Green Mage (whichever he possesses actual levels in) for the purpose of any effects or abilities that scale with class level. Furthermore, any of these abilities that are capped by level or an ability modifier (whichever is lower) are simply capped by level – the ability modifier no longer plays a part in it.

Prism Resistance! (Su): as he gains levels, the Prism Mage gains a special resistance, which applies to Fire, Cold and Sonic damage. Additionally, he gains that same number, divided by 5, as a bonus on saving throws against any spell that starts with the word "Prismatic", "Colour" or "Rainbow".

Weakness Finder (Su): just by looking at someone, the third-level Prism Mage automatically knows their Energy Resistances, Vulnerabilities and Immunities. So with a glance at a White Dragon disguised as a Red Dragon, wearing a ring of Electricity Resistance 10, he would know it is Vulnerable to Fire, Immune to Cold, and Resistant (10) to Electricity.

Elemental Refraction (Su): beginning at fifth level, the Prism Mage may refract the elements through his prismatic brain in a special manner, so that the same effect, if affecting an area or multiple targets, deals different damage types to different targets. So if a Cold-Immune monster is sitting on a Brown Mould, he could hit the monster with a normal Fireball, yet the Mould suffers Cold damage.

Prismatic Aura (Sp): a sixth-level Prism Mage can cast Prismatic Aura once per day, with a Caster Level equal to his Character Level. The Save DC is 10 + half his HD + either his Int or Cha modifier, whichever is higher. Prismatic Aura can be found in Complete Garbage.

Omega Spell (Su): starting at level seven, the Prism Mage can summon a powerful elemental once per day. This requires a Standard action, and brings forth a Fire, Air or Water elemental with a CR less than his own character level. It persists for one hour (or until destroyed), and is loyal to him.

Break Enchantment (Sp): the eighth-level Prism Mage can cast Break Enchantment at will.

Prismatic Spray (Sp): at level nine, the Prism Mage learns how to cast Prismatic Spray, and can do so three times per day, with a Caster Level equal to his Character Level. The Save DC is 10 + half his HD + either his Int or Cha modifier, whichever is higher.

Galaxy Mage! (Sp): the tenth-level Prism Mage is actually a Galaxy Mage, and is thus ten times cooler. He can cast Gate at will, but only the Travel version, however he can also Fly (Average) at 50' per round and does not need to breathe - he can even survive in a vacuum and fly through space. Additionally, "star" magic is imbued into his magical effects, such that all who take damage must make a Fortitude Save (DC 10 + half his HD + either his Int or Cha modifier, whichever is higher) or be Blinded for 1 minute. Finally, if he spends two Full Round actions Gating and Moving, he can Teleport with perfect accuracy to any point on the plane he is on.

Assumed Entry:

Red (or Blue, or Green) Mage 5

PRISM RANGER

"GOOOO PRISM!"

Everybody is aware of the Prism Rangers – they are heroes from Earth, a subtype of “Masked Hero”, except they have mastered the art of teamwork. These days they tend to meddle in Netherworld affairs, go around gathering new friends, and launch counter-offensives against Item World pirates.

And it always starts with *Red*.

Requirements:

Skills: Jump (8 ranks)

Feats: any [Leadership] Feat

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Prism Ranger gains Proficiency with Light Armour and one Exotic Weapon of choice.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+1	+2	+2	+0	The Hero!, Prism Justice, Good in Lycra
2	+2	+3	+3	+0	Nominate Blue
3	+3	+3	+3	+1	Nominate Green
4	+4	+4	+4	+1	Nominate Yellow, Prism Aura
5	+5	+4	+4	+1	Nominate Orange
6	+6	+5	+5	+2	Nominate Indigo
7	+7	+5	+5	+2	Nominate Purple, Prism Cannon
8	+8	+6	+6	+2	Nominate Black!!!, Prismatic Black
9	+9	+6	+6	+3	Nominate Pink!!!, Prismatic Pink

The Hero! (Su): the Prism Ranger is the leader of the bunch. As such, he can at any time use a Move-Equivalent action to transform, gaining the helmet and red lycra suit (treated as a basic Magic variety of anything covered by “Good in Lycra”, below). This grants him Fire Resistance equal to his Hit Dice times five, and a constant Haste or Divine Favour effect (his choice). The transformation lasts for an hour, and can be done at will.

Prism Justice (Su): the Prism Ranger's melee attacks, when he has transformed, are resolved as Touch Attacks, and deal +2d6 Fire damage. At ninth level, this becomes +3d6.

Good in Lycra (Ex): the Prism Ranger is best when clad in tight-fitting lycra or spandex. When wearing such – which is either generic Not Armour, or could conceivably be Magic Clothing, Spidersilk Armour, any kind of Skivvies, or Magic Membrane – he may add his class level to the Armour Bonus and Maximum Dexterity, as well as to all Jump and Balance checks. He also halves all Fire, Cold and Electricity damage suffered while wearing such “armour”.

Nominate Blue (Su): with a Swift action, the second-level Prism Ranger can nominate an ally to be the Blue Ranger. They may then use an Immediate action to transform, and they *both* then gain Cold Resistance equal to five times his Hit Dice. They also both gain a +1 per 3 HD (round up) Enhancement bonus to Intelligence, and the Blue Ranger may add his Intelligence modifier as a Dodge bonus to Armour Class for one round as a Swift action. Additionally, the Blue Ranger adds +2d6 Cold damage to all melee attacks he makes (+3d6 when the Prism Ranger has reached ninth level), and can use an Immediate action to add this to an attack made by the Red Prism Ranger. These effects last for an hour and he cannot nominate another Blue Ranger until the effect ends.

Nominate Green (Su): when nominating Blue, the third-level Prism Ranger can also nominate an ally to be the Green Ranger. They may then use an Immediate action to transform, and they *both* then gain Immunity to Poison. They also both gain a +1 per 3 HD (round up) Enhancement bonus to Constitution, and the Green Ranger may poison a foe with a Swift action, making a melee touch attack (Con-based, 1d6 Str/1d6 Str). Additionally, the Green Ranger adds 2 Constitution damage to all melee attacks he makes (4 Con damage when the Prism Ranger has reached ninth level), and can use an Immediate action to add this to an attack made by the Red Prism Ranger. These effects last for an hour and he cannot nominate another Green Ranger until the effect ends.

Nominate Yellow (Su): when nominating Blue, the fourth-level Prism Ranger can also nominate an ally to be the Yellow Ranger. They may then use an Immediate action to transform, and they *both* then gain Electricity Resistance equal to five times his Hit Dice. They also both gain a +1 per 3 HD (round up) Enhancement bonus to Dexterity, and the Yellow Ranger may cast Lightning Bolt (Dexterity-based) with a Swift action. Additionally, the Yellow Ranger adds +2d6 Electricity damage to all melee attacks he makes (+3d6 when the Prism Ranger has reached ninth level), and can use an Immediate action to add this to an attack made by the Red Prism Ranger. These effects last for an hour and he cannot nominate another Yellow Ranger until the effect ends.

Prism Aura (Sp): a level four Prism Ranger can cast Prismatic Aura a number of times per day equal to his Class Level. As an added bonus, when he casts it, it not only grants him the aura, but all other Prism Rangers he has nominated.

Nominate Orange (Su): when nominating Blue, the fifth-level Prism Ranger can also nominate an ally to be the Orange Ranger. They may then use an Immediate action to transform, and they *both* then gain Acid Resistance equal to five times his Hit Dice. They also both gain a +1 per 3 HD (round up) Enhancement bonus to Strength, and the Orange Ranger may use a Swift action to cast Vitriolic Sphere (Strength-based). Additionally, the Orange Ranger adds 2d6 Acid damage to all melee attacks he makes (+3d6 when the Prism Ranger has reached ninth level), and can use an Immediate action to add this to an attack made by the Red Prism Ranger. These effects last for an hour and he cannot nominate another Orange Ranger until the effect ends.

Nominate Indigo (Su): when nominating Blue, the sixth-level Prism Ranger can also nominate an ally to be the Indigo Ranger. They may then use an Immediate action to transform, and they *both* then gain Immunity to [Death] effects. They also both gain a +1 per 3 HD (round up) Enhancement bonus to Charisma, and the Indigo Ranger may add his Charisma modifier as a Luck bonus to Saving Throws for one round as a Swift action. Additionally, the Indigo Ranger adds +2d6 Negative Energy damage to all melee attacks he makes (+3d6 when the Prism Ranger has reached ninth level), and can use an Immediate action to add this to an attack made by the Red Prism Ranger. These effects last for an hour and he cannot nominate another Indigo Ranger until the effect ends.

Nominate Purple (Su): when nominating Blue, the seventh-level Prism Ranger can also nominate an ally to be the Purple Ranger. They may then use an Immediate action to transform, and they *both* then gain Immunity to [Mind Affecting] effects. They also both gain a +1 per 3 HD (round up) Enhancement bonus to Wisdom, and the Purple Ranger may cast Suggestion as a Swift action (Wisdom-based). Additionally, the Purple Ranger adds +2d6 Positive Energy damage to all melee attacks he makes (+3d6 when the Prism Ranger has reached ninth level), and can use an Immediate action to add this to an attack made by the Red Prism Ranger. These effects last for an hour and he cannot nominate another Purple Ranger until the effect ends.

Prism Cannon (Sp): once per hour, the seventh-level Prism Ranger can utilise the ultimate attack – but only if he has nominated the full cast and they are within 50' of him. He may cast Prismatic Spray (Charisma-based), however he needn't roll to determine the effect – everyone in the Spray is hit by every effect in order.

Nominate Black!!! (Su): when nominating Blue, the eighth-level Prism Ranger can also nominate an ally to be the Black Ranger, officially adding Black to the spectrum. They may then use an Immediate action to transform, and they *both* then gain Immunity to Critical Hits (and similar effects) and Stunning. They also both gain a +1 per 3 HD (round up) Enhancement bonus to Natural Armour, and the Black Ranger may cast Wrack as a Swift action (Charisma-based). Additionally, all melee damage the Black Ranger deals ignores Hardness and Damage Reduction, and Staggers the foe for 1 round on a failed Fortitude Save (Strength-based), and can use an Immediate action to add this to an attack made by the Red Prism Ranger. These effects last for an hour and he cannot nominate another Black Ranger until the effect ends.

Prismatic Black (Ex): starting at level eight, the Prism Ranger adds the colour “black” to all Prismatic effects he has available. This is not an option that is rolled – any Prismatic effect works as normal but *also* deals the Black effect: the target is stripped of the light of life, losing all Hardness, Damage Reduction and Energy Resistances for 1 minute and is Staggered with [Pain] for 1 round.

Nominate Pink!!! (Su): when nominating Blue, the ninth-level Prism Ranger can also nominate an ally to be the Pink Ranger, officially adding Pink to the spectrum. They may then use an Immediate action to transform, and they *both* then gain Immunity to Fatigue, Exhaustion, Sickness, Disease and Nausea. They also both gain a +1 per 3 HD (round up) Resistance bonus to Saving Throws, and the Pink Ranger may cast Reaving Dispel as a Swift action (Charisma-based). Additionally, the Pink Ranger automatically Dispel one magical effect of choice on a target with every melee hit, and can use an Immediate action to add this to an attack made by the Red Prism Ranger. These effects last for an hour and he cannot nominate another Pink Ranger until the effect ends.

Prismatic Pink (Ex): at ninth level, the Prism Ranger adds the colour “Pink” to all Prismatic effects he has available. Just like with Prismatic Black, this is added as an additional effect on top of the normal effects. The target loses all Spellcasting ability for 1 round and must pass a Fortitude Save (Charisma-based) or be Nauseated and Exhausted for that round.

Assumed Entry:

Jester (or Monk) 5

REAPER OF SOULS

"My, you've been busy. I've hardly had a break since following you."

So it turns out that seasons *do* fear the Reaper, and so should you. These cloaked undead float about and collect the souls of the slain. Often they help that happen by actually doing the slaying. They have some small amount of actual Necromantic power, too, which is always nice.

Requirements:

Skills: Knowledge (Religion) 8 ranks

Base Will Save: +4

Race: Ghost or Vampire

Special: a character with *Tomb-Tainted Soul* or a Death Knight need not meet the racial requirement

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Reaper gains proficiency with the Scythe

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+0	+0	+2	Spellcasting, Hug Me Headless, Caster Level
2	+1	+0	+0	+3	Scythe Trail, Frosty Touch
3	+2	+1	+1	+3	Shadow World
4	+3	+1	+1	+4	Nightmare World, Soul Eater
5	+3	+1	+1	+4	Spooky Dark Breath
6	+4	+2	+2	+5	Death Scythe

Spellcasting: at every class level, the Reaper of Souls improves its casting ability in an existing spellcasting class it has. If it has none, it gains casting ability (Spells Known and Per Day) of a Dread Necromancer.

Caster Level: every level, the Reaper of Souls increases its Caster Level for any Spell-Like Abilities it already has, unless of course they scale with hit dice already, in which case it does not double-up.

Hug Me Headless (Ex): despite the size, a Reaper of Souls can use a Scythe in a grapple without penalty of any kind. Likewise they may use scythes in cramped conditions, when swallowed and so on without suffering any penalty. In fact, they may actually dual-wield scythes, treating them as Light weapons.

Scythe Trail (Su): at second level, the Reaper of Souls gains the ability to magically propel a wielded scythe along a trail. It can travel up to 2 squares per hit die, but the trail must be unbroken and both start and end adjacent to the Reaper. Make one attack roll and apply the result against every opponent in the area of effect. If two scythes are being wielded and the Reaper possesses the Two Weapon Fighting feat, then two attacks may be made – one for each of them.

Frosty Touch (Su): a second-level Reaper of Souls can add 1d6 Cold damage to all melee attacks it makes, even melee touch attacks.

Shadow World (Sp): a third-level Reaper of Souls can create a *Shadow Well* effect at will, though only one such effect may be active at a time. The Save DC is Intelligence-based.

Nightmare World (Sp): at level four, the Reaper of Souls can create an *Evard's Black Tentacles* effect at will, though only one such effect may be active at a time. The casting stat for this is Intelligence.

Soul Eater (Su): a fourth-level Reaper of Souls gains *Devour the Soul* and *Essence Gourmand* as bonus feats, ignoring the usual requirements of being a Fiend.

Spooky Dark Breath (Su): a fifth-level Reaper of Souls gains a terrifying breath weapon. This breath weapon is a 45' cone and can be used once per minute as a Standard action. All in the area must make a Fortitude Save (Intelligence-based) or suffer one negative level per two hit dice the Reaper possesses and become *Panicked* for three rounds. On a successful save, they still suffer 1d4 points of Negative Energy damage per hit die and are *Shaken* for one round.

Death Scythe (Su): at level six, the Reaper of Souls may use a Standard action to deliver an attack with a wielded scythe – or if dual-wielding them, to deliver one attack with each wielded scythe, against a foe. If hit, the foe takes damage as normal but must also make a Fortitude Save (Intelligence-based) or die. This is a [Death] effect, and the soul is automatically consumed.

Assumed Entry: Ghost/Vampire Blue Mage 5

ROCK STAR

"Axel? Never heard of him."

D&D is considered to be fucking METAL already, so honestly, does it surprise you to discover that you can be an actual rock star? These are the people that take their music to a whole new level – the level of causing actual damage and rocking out with your allies in full form. You get a number one best-selling album three weeks running and have your own groupies, too.

Requirements:

Skills: Knowledge (Architecture and Engineering) 4 ranks, Perform 8 ranks

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Rock Star is proficient with musical instruments, generally treating them as improvised weapons except without any nonproficiency penalties.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+2	+2	+0	Spellcasting, I'm Louder, Bad Cover
2	+1	+3	+3	+0	Instrumental Solo, It Goes to Eleven!
3	+2	+3	+3	+1	Battlesong, Lovely Pop Song
4	+3	+4	+4	+1	Natural Frequency
5	+3	+4	+4	+1	Groupies!
6	+4	+5	+5	+2	Laser Light Show
7	+5	+5	+5	+2	Call Security
8	+6	+6	+6	+2	Sonic Boom!
9	+6	+6	+6	+3	Smoke Machine, Crowd Surfer
10	+7	+7	+7	+3	Theme Music

Spellcasting:

Level:	Cantrips	Level 1	Level 2	Level 3	Level 4
1	At Will	0	-	-	-
2	At Will	1	-	-	-
3	At Will	1	0	-	-
4	At Will	1	1	-	-
5	At Will	1	1	0	-
6	At Will	1	1	1	-
7	At Will	2	1	1	0
8	At Will	2	1	1	1
9	At Will	2	2	1	1
10	At Will	2	2	2	1

Spellcasting: the Rock Star has access to his own Spell List, and automatically knows all spells on the list. He casts his spells Spontaneously, the DC for all spells is 10 + half his hit dice + his Charisma modifier, and he gets bonus spells per day based on his Charisma. Also, the caster level is equal to his hit dice.

I'm Louder (Ex): with an Immediate action, the Rock Star may make an opposed level check to counter an opponent's [Sonic] effect (including any effect that deals Sonic damage).

Bad Cover (Su): with a Standard action, a Rock Star may play an instrument or sing. Everyone within 5' per Perform rank must make a Will Save (DC 10 + half ranks in that Perform skill + Charisma) or be Sickened. This is a [Sonic][Mind Affecting] effect and lasts as long as the character keeps performing, plus two rounds.

Instrumental Solo (Sp): starting at second level, the Rock Star may spend a Standard action performing to *fascinate* targets, just like the Bard ability. The DC is Charisma-based.

It Goes to Eleven! (Su): with a Standard action, a second-level Rock Star may make a 30' cone [Sonic] attack that deals 1d6 Sonic damage per hit die, with a Fortitude Save for half (Charisma-based). This damage does not ignore Hardness, but the damage is not halved before Hardness is applied.

Battlesong (Su): with a Move-Equivalent action to activate and a Swift action to sustain each round, the third level Rock Star may grant all allies (including himself) a Morale bonus to attack rolls equal to his Charisma bonus, and a Morale bonus of +2d6 to all weapon damage.

Lovely Pop Song (Sp): at third level, the Rock Star can play a song so nice that it moves people to tears. He may cast *Torrent of Tears* at will (Charisma-based).

Natural Frequency (Su): at level four, the Rock Star may use an Immediate action to make a ranged touch attack out to 50 feet. If successful, it deals 2d6 Sonic damage, plus his hit dice, plus his Charisma modifier.

Groupies! (Ex): at fifth level, the Rock Star has attracted a hardcore following, and gains Command as a bonus feat. If he already has Command, he may take any other [Leadership] feat.

Laser Light Show (Su): with a Free action once per round, the sixth-level Rock Star can cause laser beams to shoot onto the ground from the sky (or really, the lighting display team) in a weird pattern. The area is a seven square 2-3-2 effect (like a level 7 version of a spell in Disgaea), starting adjacent to the Rock Star. Each creature in the area must make a Reflex Save (DC 10 + half his ranks in Knowledge: Architecture and Engineering + his Intelligence bonus) or take 2d4 Light damage.

Call Security (Sp): at level seven, the Rock Star may cast *Bigby's Forceful Hand* at will.

Sonic Boom! (Sp): starting at level eight, the Rock Star may use a Standard action to create a 20' radius burst anywhere in Medium range, dealing 1d6 Sonic damage per hit die with a Fortitude Save for half (Charisma-based).

Smoke Machine (Sp): the ninth-level Rock Star can cast *Obscuring Mist* at will.

Crowd Surfer (Ex): starting at level nine, the Rock Star can move through occupied squares at no penalty, and without provoking Attacks of Opportunity.

Theme Music (Su): once per minute, the tenth-level Rock Star can use a Standard action to create a 50' (ten square) zig-zag effect, dealing 2d6 Sonic damage per hit die, with a Fortitude Save for half (Charisma-based).

Rock Star Spell List:

Cantrips: Prestidigitation, Dancing Lights, Ghost Sound, Summon Instrument, Lullaby

1st Level: Disguise Self, Silent Image, Ventriloquism, Magic Mouth, Tasha's Hideous Laughter, Cheering

2nd Level: Charm Person, Mirror Image, Calm Emotions, Shatter, Pyrotechnics

3rd Level: Suggestion, Major Image, Crushing Despair, Good Hope, Enthrall

4th Level: Charm Monster, Song of Discord, Otto's Irresistible Dance, Sympathetic Vibration, Haste

SENATOR

"Nay! Oh sorry, I fell asleep and thought we were voting on something."

The Senators of the Dark Assembly tend to be the most corrupt individuals that can be found. Everything they do, they do for themselves, and you can generally only get their vote by *buying* it. Naturally, it's really *awesome* to be a Senator.

Requirements:

Skills: Knowledge (Nobility and Royalty) 8 ranks

Feats: Bureaucrat

Special: all Senators are publically sworn in, and must pledge an oath to not be corrupt... but nobody expects them to actually adhere to the oath, and they suffer no penalties for failing to do so.

Hit Die: d6

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Prism Mage gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+0	+2	+2	Acid Resistance, Graft
2	+1	+0	+3	+3	Poison Immunity
3	+2	+1	+3	+3	Cold Resistance, Class Training
4	+3	+1	+4	+4	See in Darkness, Graft
5	+3	+1	+4	+4	Fire Immunity, Campaign Donations
6	+4	+2	+5	+5	Telepathy, Class Training
7	+5	+2	+5	+5	True Devil, Graft
8	+6	+2	+6	+6	Spell Resistance
9	+6	+3	+6	+6	Damage Reduction, Class Training
10	+7	+3	+7	+7	Regeneration, Voting Power, Graft

Acid Resistance (Ex): it is actually quite hard to dissolve the senate. The Senator gains Acid Resistance equal to either his hit dice or ten, whichever is greater.

Graft: as the Senator gains levels, he continues to be given more bribes. At first level, he is given 10,000 Hell. At fourth level he is given a Moderate Magic Item and a CR 9 Soul (8,100 Hell). At seventh level, he receives 50,000 Hell in gems and cash, and at tenth level he receives one hundred thousand Hell and a Major Magic Item.

Poison Immunity (Ex): at second level, the Senator is so used to attempts on his life that he is actually immune to poison of all kinds.

Cold Resistance (Ex): sure, things can get pretty heated in the Dark Assembly, but cold is just as much a threat. At third level, the Senator gains Cold Resistance equal to ten or his hit dice, whichever is greater.

Class Training: every third level, the Senator continues to advance some kind of existing ability:

- Spell casting: spell casting ability increases by 1 level, caster level by 2 more levels
- Spheres: access to one Sphere is gained or improved
- Sneak Attack: 1d6 Sneak Attack die is gained
- Death Attack: 3d6 Death Attack dice are gained
- Rage: 1d6 Rage Die is gained, and +5' Combat Speed
- Soulmelds: one Soulmeld (of any kind available) *or* Chakra is gained
- Fighting Styles: one Fighting Style of any kind the character has access to is gained
- Jutsu: one extra Jutsu Point *or* Special Ninja Ability
- Bonus Feat: the character gains a bonus [Skill] or [Fiend] feat

See in Darkness (Ex): starting at fourth level, the Senator can see through all kinds of darkness, including magical darkness.

Fire Immunity (Ex): at level five, the Senator becomes immune to fire, which is handy for when people decide to kill the Assembly with fire – roughly every second Thursday.

Campaign Donations (Ex): starting at fifth level, the Senator can actually spend money to further his goals in a most literal sense: he may sacrifice cash to gain a bonus on a d20 roll (as part of the action of rolling). The cost is as follows:

Bonus	Cost
+1	3,000 Hell
+2	10,000 Hell
+3	21,000 Hell
+4	36,000 Hell
+5	55,000 Hell

Telepathy (Su): at sixth level, the Senator gains Telepathy out to 100 feet.

True Devil (Ex): at level seven, the Senator actually becomes a proper Devil, gaining the [Baatezu] subtype and the ability to Summon eight Imps, or five Bearded Devils, or two Erinyes or one Bone Devil, with a 100% chance of success (once per day). He may also take [Fiend] feats at this point.

Spell Resistance (Ex): at eighth level, the Senator is so used to magical attacks that he gains Spell Resistance equal to eight plus his hit dice.

Damage Reduction (Ex): at ninth level, the Senator gains Damage Reduction 10/Silver and Good.

Regeneration (Ex): at tenth level, the Senator becomes nigh unkillable. He gains Regeneration 5, overcome only by natural weapons or Good-aligned effects.

Voting Power (Sp): three times per day, a tenth-level Senator can actually grant a *Wish* as per the Spell. Obviously this basically means infinite wishes due to “I Wish for a Candle of Invocation” or whatever.

Assumed Entry: just about anything at level five

SINNER

"I confess in advance, for the murder I am about to commit on you, father"

Disgaea is all about beating people up and taking their stuff. Indeed, the game emphasises how being a felon is a great thing. Well it turns out that if you do become properly evil then yes, it really does work in your favour. Just watch out for those darn heroes.

Requirements:

Base Attack Bonus: +5

Special: any Fighting Style and a Slam Attack

Special: must commit sins or Felonies and enjoy it

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Sinner gains no new proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Fighting Styles:
1	+1	+2	+0	+2	Armoured in Life, Illegal Punch	-
2	+2	+3	+0	+3	Twice-Sold Soul	Fighting Style
3	+3	+3	+1	+3	Immoral Punch	-
4	+4	+4	+1	+4	Embezzled Soul	-
5	+5	+4	+1	+4	Blasphemous Punch	Master Style
6	+6	+5	+2	+5	Felony: Over-Killing	-
7	+7	+5	+2	+5	Felony: Too Many Murders, Heretical Punch	-
8	+8	+6	+2	+6	King of Beasts	Master Style
9	+9	+6	+3	+6	Felony: Corrupting the Youth, Obscene Punch	-
10	+10	+7	+3	+7	Big Bang	Grand Master Style

Armoured in Life (Su): Sinner levels are added to Monk levels for the purpose of determining the Armoured in Life bonus. If the Sinner somehow has no Monk levels, then he gains Armoured in Life, using just his Sinner level.

Illegal Punch (Ex): the Sinner's Slam attack deals damage as though one size category larger – it hurts so much it's against the law.

Twice-Sold Soul (Ex): the second-level Sinner manages to sell his soul... twice. Upon his death, enemies have to argue over who gets it, giving people time to bring him back. Also, he's immune to [Fear] effects, [Death] effects and Negative Levels, and just gets 10,000 Hell.

Fighting Styles (Su): at second level, the Sinner gets another Fighting Style. At levels five and eight he gains a Master Fighting Style. At level ten, he gains a Grand Master Fighting Style, and any future Fighting Styles gained can be Master or Grand Master as well.

Immoral Punch (Ex): at third level, the Sinner's punch is pretty immoral – good people don't do it. Foes are always denied their Dexterity bonus to Armour Class against his Slam attack (unless they aren't, by dint of Uncanny Dodge or whatever).

Embezzled Soul (Ex): at level four, the Sinner manages to Embezzle his soul back and store it in an off-shore bank account. He gains 16,000 Hell, can always be brought back without fiends claiming his soul, gains Fast Healing 5 and one of the following subtypes, [Tanaar'ri], [Baatezu], [Yugoloth].

Blasphemous Punch (Su): when a fifth-level Sinner punches someone, it is an abomination in the eyes of the gods, which is *awesome*. His Slam bestows a Curse (as per *Bestow Curse*), however there is no saving throw, they just get the curse.

Felony: Over-Killing (Su): a sixth-level Sinner is good at killing people so hard they double-die, and he doesn't even care that it's against the law. Damage Reduction and Regeneration do not apply to his Slam attacks, and anyone killed by it dies again the moment they are *Raised* or *Resurrected*, requiring the *Raising* or *Resurrection* be done a second time.

Felony: Too many Murders (Su): starting at level seven, the Sinner is guilty of murdering too many people, but that's okay. He gains a *Divine Power* effect any time he kills someone, for a number of rounds equal to the victim's CR.

Heretical Punch (Su): at level eight and beyond, the Sinner's punches are heretical to all religions, which is fucking fantastic. His Slam bestows a single Negative Level with every hit, which lasts for one hour.

King of Beasts (Ex): with a Standard action, the Sinner can exert his dominance as a demon and punch the shit out of someone. He makes a Slam attack against one adjacent foe, and although it cannot score a Critical Hit, for every point the attack roll exceeds their Armour Class by, he hits them once.

Felony: Corrupting the Youth (Ex): at level nine, the Sinner is guilty of leading people in his footsteps, and gains Minions as per the Leadership deal. He also receives 30,000 Hell in the mail.

Obscene Punch (Ex): at level nine, the Sinner's punch is so ridiculous that it is an obscenity, and people take offence at it – the impact is even censored on pre-midnight television. It gains yet another size category, and the Threat Range and Critical Multiplier are both doubled.

Big Bang (Su): the tenth-level Sinner knows the ultimate punching technique. With a Standard action, he may make a Slam attack that affects a 15x15x15' cube in front of him. He makes one attack roll and compares it to all in the area. Furthermore, all in the area, whether hit or not, get compressed into the middle square and must make a Fortitude Save or be destroyed (Strength-based or Wisdom-based, his choice). They are then shunted back into their original squares.

If any of the targets die (but regardless of how many), it then unleashes a 30' radius Burst centred on the middle square. All in the area except the Sinner suffer 20d6 Fire damage with a Reflex Save for half (same DC as above).

Assumed Entry: Human Monk 5

SIZZLER/ICE QUEEN

*"Do you like it hot? Or maybe cool? Or how about **dead**?"*

Empusae have a huge ~~rack~~. I mean, huge variety of abilities they can choose to focus in, with different paths to take when they decide to become specialists. Seeing as they often like playing with elemental magic, particularly turning the heat up or down, it only stands to reason that they have their own Prestige Class for it. As it turns out, the abilities are very similar either way.

Requirements:

Race: Empusa

Skills: Bluff 9 ranks *or* Intimidate 9 ranks

Special: Icebeam *or* Fireballs class feature

Special: Impress Flames *or* Frozen Heart class feature

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Sizzler or Ice Queen gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+2	+2	+2	Unbounded, Smokin' Hot / Too Cool For You
2	+1	+3	+3	+3	Elemental Kiss, Ride The Thermals
3	+2	+3	+3	+3	Even Hotter / Even Cooler , Fever / Brain Freeze
4	+3	+4	+4	+4	Blow Kiss, Contact Other Plane
5	+3	+4	+4	+4	Total Hottie / Just The Coolest

Special: this Prestige Class is designed for an Empusa who is a Red mage, Blue Mage or *both*.

Regardless of how she qualifies for it, she gains all abilities in black text. If an Empusa has enough levels in Blue Mage to have learned Ice Beam, she gains the **Blue** abilities and is called an Ice Queen. If she has enough levels in Red Mage to have learned Fireballs, she gains the **Red** abilities and is called a Sizzler. If she has both, she gains all abilities and is called whatever you like.

Unbounded (Ex): *Impress Flames* and *Frozen Heart* are improved for the Sizzler/Ice Queen – they now add her character level to the damage type, unbounded by her Charisma.

Smokin Hot/Too Cool For You (Ex): the Empusa adds her character level to all Charisma-based skill checks. This makes her really good at social skills and abusing magic devices. Additionally, she gains additional daily uses of her racial *Charm Person* ability equal to her class level.

Elemental Kiss (Su): starting at second level, the Empusa may combine her elemental magic with her Tiresome ability to greatly improve it. She no longer needs to grapple to use the ability, merely succeed at a touch attack (which is treated as a secondary natural weapon if used as part of an attack routine). Furthermore, she now gains temporary HP equal to the total damage dealt (including *Pall of Frost* and/or *Hand of Fire* damage enhanced by *Impress Flames* or *Frozen Heart*). The damage is either all *fire* or all *cold*, but is still entirely nonlethal, and the victim of such an attack remembers the passionate heat or tingly chill of the kiss so well that he gains *Cold Resistance* or *Fire Resistance* equal to the nonlethal damage he suffered. The Resistance lasts for one hour.

Ride The Thermals (Ex): a second-level Empusa learns to use her temperature magic to enhance her flight by manipulating air currents. Her manoeuvrability improves to Good and she may add 5' per two hit dice to her flight speed.

Even Hotter/Even Cooler (Sp): at third level, the Empusa's racial *Charm Person* ability upgrades to *Charm Monster*.

Fever/Brain Freeze (Sp): at third level, the Empusa gains the ability to cast *Crushing Despair* at will. The Caster Level equals her character level, and the Save DC is Charisma-based.

Blow Kiss (Su): the fourth-level Empusa may use her Tiresome ability, enhanced by Elemental Kiss, out to Short Range with a ranged touch attack.

Contact Other Plane (Sp): at level four, the Empusa can cast *Contact Other Plane* to communicate with the denizens of the *Elemental Plane of Fire* or the *Paraelemental Plane of Ice*. She is in no danger of becoming insane or damaged by the experience.

Total Hottie/Just the Coolest (Su): at fifth level, any [Mind Affecting] effect the Empusa generates ignores the Spell Resistance and immunities of *[Fire]* or *[Cold]* creatures. Furthermore, such creatures suffer a penalty to the saving throw equal to her Charisma bonus, ensuring that she's going to have a few *Charmed* pet dragons or whatever.

Assumed Entry: Empusa Red Mage 6 or Blue Mage 6

STAR CHILD

"The stars are right, the sun is dead, the red moon shines... it is now time for the awakening."

It doesn't take long before the Star Mage has a tenuous (at *best*) grasp on reality. Either that or a stranglehold. However, it actually can get worse. It definitely can. And that is the Star Child, he who steps completely into what it means to be an alienist dedicated to what lies beyond the stars. His powers extend to fusing the world with the Far Realm, sharing his madness with others, and turning people into stars (which then nova).

Requirements:

Feats: Iron Will

Skills: Knowledge (the Planes) 18 ranks

Special: Baleful Glare class feature, Aid From Beyond class feature

Special: must have had a glimpse into the Far Realm, or conversed with a Farspawn creature (such as Half-Farspawn or Illithid)

Hit Die: d6

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

The Star Child gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+0	+2	+0	+2	End of Logic, Terra Star
2	+1	+3	+0	+3	Peta Star
3	+1	+3	+1	+3	Clarity in Madness, Zeta Star
4	+2	+4	+1	+4	Exa Star
5	+2	+4	+1	+4	All-Seeing Stars, Hella Star

End of Logic (Su): people affected by the powers of the Star Child have their minds assailed by cosmic forces too great for them to comprehend, and are left feeling confused by the world around them. Anyone who survives *End of Sight*, *End of Life*, *End of Hope* or *End of Time* automatically suffers 4 points of Ability Damage to each of their Intelligence, Wisdom and Charisma.

Terra Star (Sp): anyone who ventures into space will mention a cosmic dragon of some kind, whether it's Bahamut Zero or just the Soup Dragon. This dragon is actually the Star Child's buddy. Stat up a normal Wyrmling Prismatic Dragon as soon as this ability is gained, choosing the Skills, Feats and Spells. It has no equipment, and stays out "in space somewhere" most of the time. However, with a Full Round action, the Star Child can call it into his realm. It appears within Medium Range at the beginning of his next turn, and on any turn he can Dismiss it with a Free action. It can only stay summoned for a total number of minutes each day equal to the Star Child's Class Level, and the round on which it is Dismissed counts against the amount of time.

Should the time run out, the dragon vanishes on its own. If it is slain, its daily time limit drops to zero for the rest of the day, meaning it can't be summoned again until the following day (where it is totally healthy). If the Star Child reaches his fifth level, then for every hit die he has above twenty, the dragon gains one additional Hit Die, and can increase in age categories this way.

This is the equivalent of an eighth-level spell. I know you hate me for referencing the Joke Book. Suck it.

Peta Star (Sp): starting at second level, the blasts of intense, hate-filled starlight carry deadly gamma rays that cause rapid cell mutation and death instead of super powers. Anyone who fails their Fortitude Save against Baleful Glare suffers 1d4 Temporary Negative Levels - after 24 hours the negative levels go away without converting to actual level loss. This is the equivalent of a ninth-level spell.

Clarity in Madness (Su): at third level, the Star Child is no longer truly attached to his world. He is lost to it, and has found that the best way to see clearly is from the other side, to stay sane inside insanity. He gains the Half-Farspawn template, and any time he is subject to a *Confusion* effect, regardless of Immunity, Spell Resistance or Saving Throws, he is unaffected but everyone else within 100' is affected (and entitled to saving throws as normal).

Zeta Star (Sp): at level three, the Star Child can cast *Prismatic Deluge* at will. However, it is treated as *Baleful Glare* for the purposes of *Draining Light*, *Delaying Light* and *Resist Break*, triggering all three abilities. This is the equivalent of a ninth-level spell.

Exa Star (Sp): by concentrating for a full 24 hours, the fourth-level Star Child may create his own zone by fusing his current plane with the Far Realm. Unlike creating a new plane, people can walk into this one from either plane... though those not from the Far Realm probably don't want to. The zone has a radius of 1 mile per hit die possessed by the Star Child, and is one that elects not to adhere to the laws of physics, or any other laws. Every round someone spends there, they must pass a Will Save versus *Insanity* (this is a feature of the zone, not of the power, and thus any benefits against Spell-like Abilities do not apply, likewise it cannot be Dispelled) and a Fortitude Save against being *Shapechanged* into a random creature (likewise). If Shapechanged, their character sheet is 100% replaced with that of the creature. Every now and then, a random far-spawn creature will wander out of there and start causing trauma in the regular world. This is just an unfortunate side-effect. Or, if you ask him, a *glorious perk*.

With a Full Round action, the Star Child can designate a number of targets equal to his character level, all within Long Range, and force them to attempt a Will Save. Those who fail are transported to the centre of the zone. Furthermore, the Star Child may declare people immune to all negative effects of the zone, though it's still hardly a pleasant place for those who aren't as mad as he is, if he wishes. He may likewise travel to and from there at will, and can revoke the immunity on a whim. He can only go to the zone, or send others there, if he has already created it.

Attune Form can be used to treat the individual as though declared immune, and as this immunity is not granted by the Star Child, he cannot revoke it. This is the equivalent of a ninth level spell.

God of the All-Seeing Eye (Ex): at level five, the Star Child is a full-blown deity. He has Divine Rank 1 and all that entails, with the Portfolio of "Star; Madness" and the Domains of *Sun* and *Madness*. His Salient Divine Ability is as follows: he can affect the light of any given area on any plane (or across multiple planes), with a range of "infinity" and an area of one mile per hit die. The options basically boil down to:

- Normal light for the area
- No light on any spectrum, meaning even those with Darkvision are effectively Blind
- No light, treating those who lack Darkvision as Blind
- Shadowy illumination/dim light (requiring low-light vision to not suffer the problems of Concealment)
- Normal outdoor light
- Bright enough light to affect creatures vulnerable to light
- Bright enough light to blind *anyone* who fails a Fortitude Save
- As above, but searing to the point of dealing 5 Light damage per Hit Die (Fort half)
- The light can also be designated as "Sunlight" (for the purposes of obliterating certain Undead), "Moonlight" (for the purposes of sending lycanthropes nuts) or "Just plain old light" (none of the above)
- The light can also be any colour, if that makes you happy

Furthermore, although he is subject to any usual restrictions on deities, often involving being forced out of the Prime and into her own Plane, he gains a most loyal and devout worshipper, who has a Challenge Rating of 18 and should be a Star Mage, Cleric or some kind of Far-Spawn creature (including Half-Farspawn or Illithidae). This worshipper is able to summon him to their current plane once per day for a minute at a time, letting him interfere with the mortal world.

Hella Star (Sp): at level five, the supreme power of the Star Child is so much that sometimes, when he looks at people hard enough, they *turn into stars*. He may choose to limit his Baleful Glare to simply "the lowest of his Character Level, Intelligence bonus or Wisdom bonus (minimum 1)", and if so, any target who fails their saving throw is hurled into the far reaches of space and turned into a star. Literally. They instantly take an additional 250 points of damage (as well as suffering the usual effects of failing a save against Baleful Glare), and each round, suffer 2 points of Wisdom damage and must make another Fortitude Save (that applies to Undead, objects etc.) or go Supernova, exploding in a fiery wave that also reduces them to less than dust. They die from that, for the record.

Each round that they successfully make the save, they may *elect* to attempt another save immediately. If it fails, they suffer 100 damage again as well as another negative level. If they pass, however, they instantly transform back to their normal form and plummet back to the ground in one turn, suffering falling damage as usual for a fall of "quadrillions of feet". Good thing it has a damage cap. Note that they don't *have* to attempt that save - they can instead wait to be rescued by a Wish or Miracle, which will work just fine. This is the equivalent of a ninth-level spell.

Assumed Entry:

Human Star Mage 15

STONE STOMPER

"Bitch, your swords can't hurt me, I'm harder and denser than an X-Box!"

Knights enjoy being hard to hurt. Gargoyles enjoy being hard to hurt. It's basically a match made in the Netherworld, because yes, Gargoyles love becoming Knights and basically being immune to "damage". Also they weigh like a trillion tonnes so stomping on people is *hilarious*.

Requirements:

Race: Gargoyle

Feats: Great Fortitude

Special: Designate Opponent +10d6

Hit Die: d12

Skill Points: 2 + Intelligence Bonus

Weapon and Armour Proficiency:

The Stone Stomper gains proficiency with the Minotaur Greathammer.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Designate Opponent
1	+1	+2	+0	+0	Damage Reduction	+1d6
2	+2	+3	+0	+0	Energy Resistance	+1d6
3	+3	+3	+1	+1	Critical Nullification	+1d6
4	+4	+4	+1	+1	Inertial Collision	+1d6
5	+5	+4	+1	+1	Very Healthy	+1d6
6	+6	+5	+2	+2	Sword Breaking Skin	+1d6
7	+7	+5	+2	+2	Glacial Movement	+1d6
8	+8	+6	+2	+2	Titanic Charge	+1d6
9	+9	+6	+3	+3	Armoured in Armour	+1d6
10	+10	+7	+3	+3	Excessively Healthy	+1d6

Damage Reduction (Ex): the Stone Stomper is made of incredibly hard rock, and as such is difficult to damage. It gains Damage Reduction X/- where X is equal to its Class Level plus Constitution modifier.

Designate Opponent (Ex): every level of Stone Stomper, an additional 1d6 Designate Opponent damage is gained, increasing it beyond the base 10d6 needed to enter and meaning enemies *really* want to do some damage.

Energy Resistance (Ex): starting at second level, the Stone Stomper adds its Class Level and Constitution modifier to the total of each Energy Resistance it has, as long as that total is an actual positive number. Thus, it doesn't get new resistances, but all existing ones increase once, regardless of how many sources are stacking together to create the resistance.

Critical Nullification (Ex): at third level, the Stone Stomper is just rock all the way through, it basically doesn't matter where you hit it. Therefore, it gains immunity to Critical Hits, Sneak Attacks, Stunning, Sickening and Nausea, Fatigue and Exhaustion. Additionally, it's so hard it can nullify crits against *other* people – whether by radiating hardness or sticking its arm in the way. It may use an Attack of Opportunity to negate a Critical Hit or Sneak Attack against any in a square it threatens.

Inertial Collision (Ex): starting at level four, people feel it when the Stone Stomper slams into them. Any time it flies or jumps onto a square occupied by somebody else, they must succeed on a Reflex Save (Constitution-based) *and* have an empty space adjacent that they can enter, otherwise they are knocked Prone, take 10d6 Stone Bludgeoning damage and are Pinned by it. If they succeed on the save, they simply move into the adjacent space.

Very Healthy (Ex): at level five, the Stone Stomper realises just how healthy it is. It gains an extra 2 HP per hit die, and will continue to gain these extra hit points with future hit dice. It is also immune to everything that requires a Fortitude Save, except for stuff that effects objects, and gains the *Mettle* ability. If it already has *Mettle*, then it improves so that, even on a failed save, it still only suffers the usual effects for passing the save.

Sword Breaking Skin (Ex): if you hit a sixth-level Stone Stomper with a weapon, the weapon is more likely to break. Any non-magical weapon automatically shatters against its skin, dealing no damage to the Stone Stomper. Magic weapons do not carry this risk, but instead, if they fail to do any damage, the wielder drops the weapon and takes 2 points of Strength damage from the recoil. Natural weapons that fail to do any damage are not shattered or dropped, but do cause injury to the attacker – they take damage equal to all Damage Reduction that applies against the attack, as well as 2 points of Strength and Dexterity damage.

Glacial Movement (Ex): at seventh level, the Stone Stomper appears slower than it really is, but it always gets where it wants to be. Nothing other than “wearing armour” or “carrying a heavy load” can reduce its speed, and it is never Slowed, Entangled or Paralysed. It even gains the Earth Glide ability equal to its normal movement speed (adjusted by armour), because not even walls slow it down.

Titanic Charge (Ex): at level eight, the Stone Stomper can just barrel through people, flattening them. It may declare a special charge as a Standard action, where it moves in a line up to twice its unarmoured move speed in length. Every creature in the line must make a Reflex Save (Constitution-based) *and* have an empty adjacent square it can move into that is not part of the line. Those that fail are knocked Prone, Dazed for one round and take 10d6 Stone Bludgeoning damage. Those that pass simply move into one of the adjacent spaces.

Armoured in Armour (Su): at level nine, the Stone Stomper always enjoys all the abilities of any armour worn – regardless of Base Attack Bonus, skill ranks or spellcasting ability. Granted, if it hasn’t the spell slots to use, many of the magic-based armour types will be of little use, but it can be handy for things that require weird skills.

Excessively Healthy (Ex): the tenth-level Stone Stomper gains Immunity: Yes. It is outright immune to anything that requires a Fortitude or Will Save, *even if it affects objects*, and gains another 3 HP per hit die. Should it continue to gain levels, this will increase as normal. Furthermore, all of its Damage Reduction instantly becomes DR X/- instead of what it was before, and this goes for future Damage Reduction gained as well.

Assumed Entry: Gargoyle Knight 10

STORM BLADE

"My sword is so sharp it cuts time. Can yours cut time? I didn't think so."

Samurai are awesome, running about iaijutsuing people in half with katanas in a way that is totally sweet. As such, the Storm Blade develops special moves rather than continuing to simply hone abilities. Also, they vaguely care about the other stuff samurai are supposed to do.

Requirements:

Base Attack Bonus: +5

Feats: Subtle Cut

Special: proficiency with the Bastard Sword (Martial *or* Exotic), and iaijutsu class feature

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Prism Mage gains no additional proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:
1	+1	+0	+2	+2	Silver Flash, Poetry
2	+2	+0	+3	+3	Cut the Weather
3	+3	+1	+3	+3	The Shadow, Tea Ceremony
4	+4	+1	+4	+4	Storm Cutter
5	+5	+1	+4	+4	Wind Slicer, Dance
6	+6	+2	+5	+5	Thunderblade
7	+7	+2	+5	+5	Four Seasons Cut, Bonsai
8	+8	+2	+6	+6	Perfect Slice
9	+9	+3	+6	+6	Blade of Disaster, Hobnobbing
10	+10	+3	+7	+7	Cut Through Time and Space

Silver Flash (Ex): the Storm Blade may add his Charisma modifier to any melee weapon damage. Additionally, he may make a single attack with a Swift action each round.

Poetry (Ex): the Storm Blade, being a samurai, is automatically skilled with poetry. He adds his class level to all Perform (Poetry) checks. He may also Scribe Scrolls – he doesn't have to know the spells, but can only scribe scrolls with a Spell Level equal to or less than half his Class Level (round up).

Cut the Weather (Su): the second-level Storm Blade can actually cut weather up. As such, he constantly benefits from an *Endure Elements* effect.

The Shadow (Ex): at third level, the Storm Blade masters the second sword art, *The Shadow*. He may charge a foe with a Standard action, and resolves the charge with a Touch Attack.

Tea Ceremony (Ex): a third-level Storm Blade learns how to perform proper tea ceremonies. He may add his class level as a bonus to Perform (Tea Ceremony) checks, and when he prepares the tea, everyone in the ceremony may treat it as a potion of *Cure Light Wounds* if they like.

Storm Cutter (Su): at level four, the Storm Blade can create a hurricane of sweeping blades, slicing the enemy so many times they lose count. With a Full Round action, he may make two Full Attacks, each hit also dealing +1d6 Electricity damage.

Wind Slicer (Su): the fifth-level Storm Blade can cut the wind and the waves, to create a safety zone. He is immune to strong waves and currents, as well as strong winds, and anyone on the opposite side of him to the weather effect, up to 20' away from him, is also immune.

Dance (Ex): at level five, the Storm Blade is also a pro at dancing – a requirement for the upper class. He may add his class level to all Perform (Dance) checks, and to Diplomacy checks made when dancing with other nobility. Additionally, he is never surprised or flat-footed when dancing.

Thunderblade (Su): at level six, the Storm Blade develops the next devastating sword art, and may channel a lightning storm through his sword into an opponent. With a Standard action, he may make a single melee attack. If it hits, the foe suffers an additional 1d8 Sonic/Electricity damage per Hit Die, and must pass a Fortitude Save (Strength-based) or be Blinded and Deafened for one minute. Additionally, all unattended objects within 15' are subject to a *Shatter* effect.

Four Seasons Cut (Su): a seventh-level Storm Blade can perform a perfect iaijutsu slice that embodies all four seasons and can draw a crowd. The hot Summer sun gleams off the blade and draws shadows out, Autumn leaves drift through the air, crunching underfoot as the cut is made. The foe collapses onto the Winter snow, red blood mixing into the white, and then for the dying speech, cherry blossoms of Spring drift past.

The Storm Blade makes a single melee attack with a Standard action, and the target, if hit, must make a Fortitude Save (Wisdom-based) or be slain. Even if the save is made, the target takes 3d6 Fire damage from Summer, 3d6 Desiccation damage from Autumn, 3d6 Cold damage from Winter and 3d6 Positive Energy damage from Spring.

Bonsai (Ex): at level seven, the Storm Blade is a master of flower arrangement and similar things. He can add his class level as a bonus to all Craft (Bonsai) checks, and Plants are not immune to his Critical Hits or similar effects.

Perfect Slice (Ex): a level eight Storm Blade can even cut magic and anti-magic. He is never considered to be in an Anti-Magic Field, nor a Wild Magic area, as he slices the aether ahead of him. Anyone on the opposite side of him to the effect, up to 20' away from him, is also safe from these effects. He may also move through Walls of Force as though they did not exist, but others cannot follow him through in this manner.

Blade of Disaster (Su): once per round, the ninth-level Storm Blade may force a foe he has hit with a melee weapon that round to make a Fortitude Save (Wisdom-based). If they fail, they suffer a *Disintegration* effect, taking 2d6 damage per Hit Die. If slain by this, they are reduced to dust and can't be *Raised*. This may also be used to carve the ground out, destroying one 5' cube at a time.

Hobnobbing (Ex): a ninth-level Storm Blade is the friend of all nobility. He may add his class level as a bonus to Gather Information and Sense Motive checks when dealing with nobles, and to Knowledge: Nobility and Royalty checks. Likewise he instinctively knows when another noble is plotting his demise.

Cut Through Time and Space (Su): a tenth-level Storm Blade can cut *anything*, even reality itself. He can cast *Time Stop* once per day, and can also cast *Gate* (travel version only) at will.

Assumed Entry: Samurai 5

SUPREME NINJA

"I'll say it again, nin-nin!"

Not all ninja are the same, they often branch out into a variety of special styles. This is just one of many such styles available to a ninja, though there are of course many more out there. This is for those that really like status effects.

Requirements:

Skills: Hide 8 ranks, Disguise 8 ranks

Special: Mystic Art

Hit Die: d6

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

The Supreme Ninja gains no new proficiencies.

Level:	Base Attack Bonus	Fort	Ref	Will	Special:	Jutsu Points
1	+0	+0	+2	+2	Speed of Dark, Charm Monster	-
2	+1	+0	+3	+3	Darkness, Poison Mist	+1
3	+2	+1	+3	+3	Shock Dart, Bestow Curse	-
4	+3	+1	+4	+4	Blindness/Deafness, Confusion	-
5	+3	+1	+4	+4	Mystic Art	+1
6	+4	+2	+5	+5	Hold Monster	-
7	+5	+2	+5	+5	Kill the Weak	-
8	+6	+2	+6	+6	Sleep Mist	+1
9	+6	+3	+6	+6	Neural Shock	-
10	+7	+3	+7	+7	Awful Poison, Mystic Art	-

Speed of Dark (Ex): the Supreme Ninja is faster than fastness itself, which makes absolutely no sense. She may add her Charisma bonus to her Initiative, and her base Movement Speed increases by 50 feet when wearing nothing heavier than Light Armour.

Charm Monster (Sp): once per day, the Supreme Ninja can cast *Charm Monster*. The Save DC is Intelligence-based. Jutsu Points can indeed be spent on additional uses.

Jutsu Points: at levels two, five and eight, the Supreme Ninja gains an additional Jutsu Point.

Darkness (Sp): starting at second level, the Supreme Ninja can cast *Darkness* at will.

Poison Mist (Su): with a Standard action, the second-level Supreme Ninja can call up a floating mist of toxic liquids. This creates a 15' radius Spread in Close range, and it hinders view like mist, lingering for one full round. All who are in the area when it is summoned, or who move into the area before it dissipates, must make a Fortitude Save (Intelligence-based) against Poison or become Sickened for 1 minute and take 1d4 Strength damage.

Shock Dart (Su): third-level Supreme Ninjas are pretty tricky, and good at stopping people in their tracks. With a Standard action, she may make a Ranged Touch Attack out to Close range, throwing a small dart. If it hits, the target must make a Fortitude Save (Intelligence-based) or be Anchored for three rounds and suffer 2 points of Dexterity damage.

Bestow Curse (Sp): at level three, the Supreme Ninja can cast *Bestow Curse* three times per day out to Close Range. The Save DC is Intelligence-based, and two curses can stack up to a *Greater Curse*. Again, Jutsu Points can be spent for extra uses.

Blindness/Deafness (Sp): Ninjas work best when people can't see or hear them. At level four, the Supreme Ninja can cast *Blindness/Deafness* three times per day. The Save DC is Intelligence-based, and she can spend Jutsu Points to gain extra uses.

Confusion (Sp): the fourth-level Supreme Ninja can also cast *Confusion* three times per day. Again, she can spend Jutsu Points for extra uses and the Save DC is Intelligence-based.

Mystic Art: at levels five and ten, the Supreme Ninja gains an additional Mystic Art, treating her Class Level as Ninja levels for the purpose of determining what she can take.

Hold Monster (Sp): a sixth-level Supreme Ninja unlocks the deadly art of paralysis. Three times per day, she may cast *Hold Monster*. The Save DC is Intelligence-based and she may spend Jutsu Points to gain extra uses.

Kill the Weak (Ex): at seventh level, the Supreme Ninja understands how best to murder people who are in any way impaired. Against any foe who is Cursed, Charmed, Blind, Deaf, Confused, Anchored or Paralysed, any attack she makes is an actual Coup de Grace if it hits (automatic critical hit and save versus death).

Sleep Mist (Su): at level eight, the Supreme Ninja learns how to call up a mist that lulls people to sleep. With a Standard action, she can spend a Jutsu Point and nominate a 15' radius Spread in Close Range. It hampers vision just like a real mist, and lingers for one minute. Those who are in the area when it appears, or who enter the area before it disappears, must make a Will Save (Intelligence-based) or fall Asleep until one minute after the effect ends.

Neural Shock (Su): a ninth-level Supreme Ninja has improved her Shock Dart. Although she can still elect to use it the normal way, she may also spend a Jutsu Point to instead Paralyze the target for 3 rounds on a failed save.

Awful Poison (Su): at level ten, the Supreme Ninja can poison people just by looking at them, filling their veins and lymph nodes with deadly toxins. With a Standard action, she may spend a Jutsu Point and cause any one target in Close Range to make a Fortitude Save against Poison. If they succeed, they take 1d8 Con damage. If they fail, they die instantly and, if immune to [Death] effects, are Nauseated for one minute.

Assumed Entry: Ninja 5

TITLIST

"What gives? I checked my stats and my title hasn't changed, it's still [Beauty Queen]"

What's in a name, you ask? *Everything*. Seriously, Titles actually mean something, they carry *real* power to them. And the Titlist knows this best of all, having the ability to change people's titles as he feels like it. Furthermore, for unknown reasons he is highly volatile and explosions occur around him.

Requirements:

Skills: Knowledge (Arcana) 8 ranks

Special: 4 languages known or the ability to cast *Tongues* (or have it active as a constant effect)

Hit Die: d6

Skill Points: 8 + Intelligence Bonus

Weapon and Armour Proficiency:

The Titlist gains no additional proficiencies.

Level:	Base Attack Bonus:	Fort:	Ref:	Will:	Special:
1	+0	+0	+2	+2	Bestow Title
2	+1	+0	+3	+3	-
3	+1	+1	+3	+3	Suppress Title
4	+2	+1	+4	+4	True Names (Halt, Suggestion)
5	+2	+1	+4	+4	Mass Bestow Title
6	+3	+2	+5	+5	-
7	+3	+2	+5	+5	Explosive Arrival
8	+4	+2	+6	+6	True Names (Geas, Death)
9	+4	+3	+6	+6	Parting Gift
10	+5	+3	+7	+7	Planar Title

Bestow Title (Su): at will, the Titlist may bestow a known Title upon someone he can see, using a Move-Equivalent action. This displaces any existing Titles (suppressing any effects relating to them), and remains for one round per hit die. If someone does not want to be affected by a Title, they are entitled to a Will Save (Intelligence-based) to resist it. The Titlist automatically knows all first-level Titles, and each level, learns 2 new ones from any level up to the current one. Note that there are no third-level or seventh-level Titles.

Level:	Titles:
1	[Flat] [Plain] [Hungry] [Cool] [Interesting]
2	[Scared] [Ugly] [Lazy] [Winsome] [Dim]
4	[Cheerful] [Boring] [Vain] [Cute] [Clumsy]
5	[Overlord] [Sexy] [Stupid] [Weak] [Princess]
6	[Useless] [Genius] [Blaspheme] [Slave]
8	[Crappy] [Newtype] [Champion] [Solar]
9	[Failure] [1 st Class] [My Hero] [Prism]
10	[Beauty Queen] [Badass Freakin Overlord] [Strongest Overlord] [Prism Black]

[Flat]	Flat-footed for entire duration, foes can move unhindered through their squares
[Plain]	No Enhancement, Alchemical, Resistance or Innate bonuses to any numbers
[Hungry]	Gain health-stealing Bite (Augmented Crit, 2d6 for Medium) lose 2 HP per round
[Cool]	Fire Resist = HD, Attacks deal +1d6 Cold, melee attackers take 1d6 Cold
[Interesting]	Enhancement to Perform checks, <i>Fascinate</i> as a Bard of equal level (at will)
[Scared]	Worsens each round: Shaken -> Frightened -> Cowering -> Panic -> Comatose
[Breezy]	Sonic Resist = HD, Fly 60' (Good), <i>Wind Wall</i> and <i>Gust of Wind</i> (Sp) 1/minute
[Lazy]	Slowed, Will Save needed to make Move Actions and Full Round Actions
[Winsome]	<i>Sanctuary</i> , Enhancement to Charisma, <i>Charm Person</i> at will (for Title duration)
[Dim]	-4 to Spot and Search checks, 20% Miss Chance on all attacks made
[Cheerful]	Immune to [Fear], Wis/Cha damage and Morale penalties, Fast Healing = HD
[Boring]	Charisma penalty (same as Item Bonus), lose any [Charm] or [Dominate] effects
[Vain]	Staggered, but gain a Deflection bonus to AC & Spell Resistance 10 + HD
[Cute]	Attackers take 3d6 Nonlethal damage, Resistance Bonus to Saving Throws
[Clumsy]	50% chance to instantly drop everything, constantly on a slippery surface
[Overlord]	Enhancement to Constitution, Electricity Resistance = HD*5, DR (HD)/-
[Sexy]	<i>Charming</i> Gaze Attack, 50% Miss Chance when attacked
[Stupid]	Intelligence Penalty, 50% Miss Chance when attacking
[Weak]	Strength Penalty, Fatigued
[Princess]	Gain Half Cover and Evasion whenever adjacent to any allies Also gain half of adjacent allies' Energy Resistances and DR

[Useless]	Wisdom Penalty, Lose access to all magic items
[Genius]	Enhancement to Intelligence, Pierce any Spell Resistance automatically
[Blaspheme]	Gain the Blasphemy Incarnate feat for the duration
[Slave]	<i>Dominated</i>
[Crappy]	Lose access to all Energy Resistances/Immunities, Damage Reduction Spell Resistance/Immunity and Regeneration
[Newtype]	Enhancement to Dexterity, Regeneration 5/Critical Hits
[Champion]	Enhancement to Strength, cast <i>Mass Braveheart</i> at will
[Solar]	Cold Immune, aura of 6d6 Fire/round to 10', hurl <i>Twinned Fireballs</i> at will
[Failure]	Penalty to all ability scores, Attack Rolls and Saving Throws
[1st Class]	Enhancement to all ability scores, Attack Rolls and Saving Throws
[MyHero]	Immune to all bad conditions, <i>Shield Other</i> and <i>Espoir</i> at will
[Prism]	Resist Fire/Sonic/Cold/Electricity = HD*3, melee attacks have <i>Prismatic Spray</i> effect
[Beauty Queen]	[Cute] <i>and</i> [Sexy] <i>and</i> Attackers are Fascinated on a failed Will Save
[Badass Freakin' Overlord]	[Overlord] <i>and</i> [Champion] <i>and</i> all attacks are Ruinous
[Strongest Overlord]	[Overlord] <i>and</i> [1st Class] <i>and</i> cast <i>Wish</i> at will
[Prism Black]	[Prism] <i>and</i> [Cool] <i>and</i> Immunity to Negative Energy/Energy Drain

Suppress Title (Su): at third level, the Titlist gains the ability to suppress peoples' Titles as well. With a Swift action he can designate anyone he can see. They must make a Will Save (Intelligence-based) if they want to resist it, or have their Title (and any effects of it) suppressed for one hour per Class Level.

True Names (Sp): at level four, the Titlist learns how to use his mastery to compel people via their True Names. Once per target per day, he may cast each of *Halt* and *Suggestion*. The Save DC is Intelligence-based. At level eight, he can also cast *Geas/Quest* and *Finger of Death* with the same limitations and DC.

Mass Bestow Title (Su): at level five, the Titlist can bestow the same Title upon a number of people equal to his Class Level all at once, using the same action.

Explosive Arrival (Su): starting at level seven, the Titlist can teleport around the place with an impressive explosion every time, as though created by a Big Bang. Or as though he has a basic special effects team. At any rate he can cast *Dimension Door* at will, but just prior to his arrival (the same round, but not affecting him) a *Fireball* is centred on the point of his arrival, damaging those around his new location. The Save DC is Intelligence-based.

Parting Gift (Su): starting at ninth level, the Titlist also causes an explosion whenever he *leaves* the area. If he is ever slain, he detonates, having his own Death Throes. This is the same as the *Fireball* for his Explosive Arrival. Likewise, if he wishes, he can cause an explosion (just like with Explosive Arrival) to the area he just left by using *Dimension Door* – in addition to the one at his point of arrival.

Planar Title (Su): at tenth level, not only does the Titlist have access to the best Titles ever, but he can apply Titles to *everybody on an entire plane all at once* using the same action. You should probably assume that anybody who doesn't matter just fails the save.

Assumed Entry: Star Mage 5

TRICKSTER-YOINK

"Gotcha' wallet! And your shoes, pants, watch, skin, liver, name, soul..."

If it exists, it can be stolen by a sufficiently skilled thief. The Trickster-Yoink is that thief, and has probably already stolen everything you own while you were reading the previous sentence. They're just that good at taking what the like most: other people's stuff.

Requirements:

Skills: Sleight of Hand 10 ranks

Feats: Combat Looting, Deft Hands

Hit Die: d6

Skill Points: 8 + Intelligence Bonus

Weapon and Armour Proficiency:

The Trickster-Yoink gains no additional proficiencies.

Level:	Base Attack Bonus:	Fort:	Ref:	Will:	Special:
1	+0	+0	+2	+2	Me Too!, Thief of Speed
2	+1	+0	+3	+3	Gotcha' Pants!, Lifestealer
3	+2	+1	+3	+3	Thief of Muscles
4	+3	+1	+4	+4	Thief of Brains, Spellthievery
5	+3	+1	+4	+4	Thief of Health
6	+4	+2	+5	+5	Thief of Memories
7	+5	+2	+5	+5	Thief of Loyalty
8	+6	+2	+6	+6	Stowaway
9	+6	+3	+6	+6	Always Guilty – Never Convicted!
10	+7	+3	+7	+7	Thief of Souls

Me Too! (Su): if someone adjacent to the Trickster-Yoink has a Fly speed, the Trickster-Yoink cleverly steals some of their momentum and gains an identical Fly Speed and manoeuvrability for one round.

Thief of Speed (Su): with a Swift action, a Trickster-Yoink can make a Sleight of Hand check against the Armour Class of an adjacent creature which, if successful, grants the Trickster-Yoink a *Haste* effect for three rounds and *Slows* the target for three rounds.

Gotcha' Pants (Ex): a second-level Trickster-Yoink can attempt to steal an item with just an Attack action, and can steal any equipped item, Title or attunement, no matter how ridiculous.

Lifestealer (Su): with an Attack action, a second-level Trickster-Yoink can make a Sleight of Hand check against an adjacent opponent's Armour Class. If she succeeds, she yanks the life force out of them – she gains a number of HP equal to her hit dice or those of the target (whichever is larger), and the target loses an equal amount. She also steals any Fast Healing or Regeneration they have for one round.

Thief of Muscles (Su): at third level, the Trickster-Yoink can pull the very muscle from someone else's body and graft it to herself. With a Standard action, she makes a Sleight of Hand check against the Armour Class of an adjacent foe. If she succeeds, they take 6 Strength damage, and she gains a +6 Enhancement bonus to Strength for one hour. Alternatively, she may gain a +1 Aardvark bonus to Strength permanently, or permanently increase it by 1 (this is the bonus from gaining high levels, reading magic books, or *Wishing* stats up and is still limited to +5 total) and deal 1 permanent Strength Drain to the target.

Thief of Brains (Su): at level four, the Trickster-Yoink can pull the thoughts out of people's heads, and their actual grey matter as well. With a Standard action, she makes a Sleight of Hand check opposed by an adjacent opponent's Will Save. If she succeeds, they take 6 Intelligence damage and she gains a +6 Enhancement bonus to Intelligence for one hour. Alternatively, she gains a +1 Aardvark bonus to Intelligence, or increases her existing one by 1, and the target takes 1 point of permanent Intelligence Drain.

Spellthievery (Su): starting at level four, any time the Trickster-Yoink is affected by a Spell or Spell-Like Ability, she may make a Sleight of Hand check against the caster's Caster Level +10 as a Free action. If she succeeds, then although she is still affected by the spell as normal, she steals the magic and can cast it herself as a Spell-Like Ability. She casts it at the same Caster Level and Save DC (if any) as the original, and can hold onto it either until used, or until an hour passes (whichever comes first).

Thief of Health (Su): a fifth-level Trickster-Yoink can yank the good health out of someone and use it to patch herself up even better than before. With a Move-Equivalent action, she may make a Sleight of Hand check, opposed by an adjacent opponent's Fortitude Save. If she succeeds, then any Poisons or Diseases afflicting her are automatically transferred from her to the target, no longer causing her any discomfort but instantly beginning to affect them.

Thief of Memories (Su): at level six, the Trickster-Yoink can steal memories – the very basis of our abilities – from people. With an Attack action, she may make a Sleight of Hand check against an adjacent opponent's Armour Class. If it succeeds, then the target suffers one Negative Level, and she gains a +1 Morale bonus on all d20 rolls. Both last for one hour. If this ability is used multiple times on the same target, the bonus increases by +1 each time.

Thief of Loyalty (Su): with a Standard action, the seventh-level Trickster-Yoink can steal even concepts like loyalty. She may use a Standard action to make a Sleight of Hand check against the Armour Class of a foe within 30 feet and, if successful, the following occur for three rounds:

- She receives any Familiar bonuses instead of the target (and the familiar will not deliver touch attacks or speak to the target)
- The target's Mount or Animal Companion attacks them
- The target's Deity abandons them, making them unable to cast any Divine spells granted by that deity
- All Summoned creatures turn against the target

Alternatively, she may affect the target with *Morality Undone* for the usual duration, with no saving throw allowed.

Stowaway (Su): starting at level eight, any time someone within 30' of the Trickster-Yoink casts a spell that only affects himself, the Trickster-Yoink may decide to also be affected by it – the caster has no say in this matter. Note that if an Undead *Harms* himself (and is thus *Healed*), the Trickster-Yoink still gains the actual *Harm* effect, which could very well be bad.

Always Guilty – Never Convicted! (Su): the ninth-level Trickster-Yoink can never be held for long. She permanently benefits from *Freedom of Movement* and is immune to the spells *Imprison* and *Trap the Soul*. Additionally, she can squeeze through any space, no matter how small or tight, with just a DC 20 Escape Artist check and a Full Round action.

Thief of Souls (Su): at level ten, the Trickster-Yoink finally learns how to rip people's souls out. With a Standard action, she may make a Sleight of hand check against an adjacent opponent's Armour Class. If it succeeds, they are slain and their soul is stolen, stored in a jar or something for her to sell or whatever. She can also spend it as a Free action, even when not her turn, to negate an incoming [Death] effect – the effect kills the stolen carried soul instead of her.

Assumed entry: Jester 7

TRUE SUCCUBUS

"I don't think I'm so much Chaotic Evil as Chaotic Naughty <3"

Plenty of Empusae choose not to pursue a particularly magical path of an element, and prefer to use their own innate abilities more. They like to use their innate racial abilities to charm and control others, and to drain life and other such nastiness.

Requirements:

Race: Empusa

Skills: Diplomacy 8 ranks

Special: must be able to restore hit points to other people without using an item to do so

Hit Die: d6

Skill Points: 6 + Intelligence Bonus

Weapon and Armour Proficiency:

The True Succubus gains proficiency with the Dire Syringe.

Level:	Base Attack Bonus:	Fort:	Ref:	Will:	Special:
1	+0	+0	+2	+2	Extra Charming, Hip Attack
2	+1	+0	+3	+3	Life Theft, Reduce Person
3	+2	+1	+3	+3	Suggestive, Yoke of Mercy
4	+3	+1	+4	+4	Man-Catcher, Morality Undone
5	+3	+1	+4	+4	Temptation, False Sending
6	+4	+2	+5	+5	Sweet Dreams, Great Charming
7	+5	+2	+5	+5	Heart Breaker, Power Leech
8	+6	+2	+6	+6	Nightmare, Demand, Healing Touch
9	+6	+3	+6	+6	Dual-Attribute, Ambrosia Lips
10	+7	+3	+7	+7	DOUBLE SEXY, Awesome Charming

Spell-Like Abilities: all Spell-like Abilities gained by the True Succubus have a Save DC that is Charisma-based.

Extra Charming (Su): the True Succubus gains additional daily uses of *Charm Person* equal to her class level.

Hip Attack (Ex): the True Succubus can actually use her tail for more than looking cute. She may use it for a Tail Thrust as a natural weapon. It reaches out to 5 and 10 feet, deals 1d6+Strength in damage, is a Magic Weapon, and any damage it deals, even from extra sources, is restored to the True Succubus as healing.

Lift Theft (Su): at second level, the True Succubus steals serious amounts of life force with her kisses. She may elect to make a target Fatigued and deal 1d6 damage or non-lethal damage (her choice) per 2 hit dice, regaining an equal amount of Hit Points or removing an equal amount of non-lethal damage from herself respectively. Additionally, any time she deals damage with any other Spell-like or Supernatural ability, even non-lethal damage, she regains half that amount as healing.

Reduce Person (Sp): a second-level True Succubus can cast *Reduce Person* three times per day.

Suggestive (Sp): the third-level True Succubus can cast *Suggestion* once per hour and *Greater Command* at will. Additionally, any target struck by her Tail Thrust or Kiss is subject to a *Command* effect, though gains a Will Save as normal.

Yoke of Mercy (Sp): starting at level three, the True Succubus can cast *Yoke of Mercy* twice per day.

Man-Catcher (Ex): starting at level four, all of the attacks (including damaging Spells, Spell-like and Supernatural Abilities) of the True Succubus deal double damage to foes who are *Charmed* or *Fascinated* by her, or who are currently following her *Suggestions*.

Morality Undone (Sp): twice per day, the fourth-level True Succubus can cast *Morality Undone*.

Temptation (Sp): the fifth-level True Succubus can cast *Manifest Desire*, *Silent Image* and *Rainbow Pattern* at will. Additionally, she gains a +4 Competence bonus on Bluff checks.

False Sending (Sp): once per day, the fifth-level True Succubus can cast *False Sending*.

Sweet Dreams (Su): at level six, the True Succubus can use a Standard action to will a target in Close range to sleep. They get a Will Save (Charisma-based) and, if they fail, they fall asleep for one hour or until woken. If woken up before the hour is up, they suffer 3d6 damage, plus her hit dice, and are in a bad mood (no game effect).

Great Charming (Su): at sixth level, the *Charm Person* ability of the True Succubus becomes *Charm Monster*.

Heart Breaker (Su): a seventh-level True Succubus can cast *Greater Whelm* at will, and can cast *Overwhelm* three times per day. Those who pass the save against *Overwhelm* suffer from *Crushing Despair* for four rounds with no save.

Power Leech (Sp): starting at level seven, the True Succubus may cast *Power Leech* twice per day.

Nightmare (Su): an eighth-level True Succubus may afflict any sleeping character within Close range with deadly nightmares as a Standard action. The target must make a Will Save (Charisma-based) or die instantly from a [Fear] effect. If they pass the save, they wake up instantly, Panicking for 1d4 rounds and then being Shaken for one minute.

Demand (Sp): once per day, the eighth-level True Succubus may cast *Demand*.

Healing Touch (Sp): three times per day, the eighth-level True Succubus can cast *Healing Touch*.

Dual-Attribute (Su): at level nine, the True Succubus has a special ability where, with a Standard action, she can launch her evil nature at someone – even if she’s not evil. With a successful Ranged Touch Attack out to 50 feet, she deals 1d6 Fire damage per hit die *and* 1d6 Cold damage per hit die to a single target. The target must then pass a Will Save (Charisma-based) or change their Alignment to match her own for one minute, treating any request she makes as a completely reasonable *Suggestion*.

Ambrosia Lips (Su): starting at level nine, any time the True Succubus kisses someone, she grants them a dose of Ambrosia. With a minute of working up saliva she can also produce a dose and spit it into a jar to keep for later use.

DOUBLE SEXY (Ex): at level ten, the True Succubus gains the spellcasting ability of a level eight Beguiler, and will probably take actual Beguiler levels afterwards. The levels stack, of course.

Awesome Charming (Su): at level ten, the *Charm Monster* ability of the True Succubus becomes at will, and ignores immunity to [Charm] effects and [Mind-Affecting] effects.

Assumed entry: Empusa White Mage 5 or Totemist 5

VALKYRIE

"Let me carry your soul to Heaven. Oh, you're not dead? I'll fix that!"

Valkyries have a very important role: they carry the souls of the fallen to Heaven. That said, it's *also* just a mortal rank for female master spearmen. Stabbing past long ranges, they are able to make all those fallen so they can carry them off.

Requirements:

Base Attack Bonus: +7

Sex: Female (or good at faking it)

Proficiencies: Shortsppear, Longsppear and Greatsppear

Hit Die: d8

Skill Points: 4 + Intelligence Bonus

Weapon and Armour Proficiency:

The Valkyrie gains proficiency with every weapon that has *Spear* in the name.

Level:	Base Attack Bonus:	Fort:	Ref:	Will:	Special:
1	+1	+0	+2	+2	Impaler, Speak With Dead
2	+2	+0	+3	+3	Lightning Charge, Grand Skewer
3	+3	+1	+3	+3	Valkyrie Wings, Warsong
4	+4	+1	+4	+4	Meteor Impact
5	+5	+1	+4	+4	Turbulence
6	+6	+2	+5	+5	Divine Strike, Pacify
7	+7	+2	+5	+5	Sky Nail
8	+8	+2	+6	+6	Not Your Time
9	+9	+3	+6	+6	The Dead Speak Back
10	+10	+3	+7	+7	Firestorm, Really Angelic

Impaler (Ex): whenever the Valkyrie successfully hits someone with any weapon that has “Spear” in the name, she may elect to make a 5’ step afterwards as a Free action.

Speak With Dead (Sp): the Valkyrie may cast *Speak With Dead* three times per day.

Lightning Charge (Su): the second-level Valkyrie, when charging, deals an additional 1d6 Electricity damage per hit die she possesses, or per 5’ square moved, whichever is smaller.

Grand Skewer (Ex): the second-level Valkyrie improves her Reach by 30 feet, except for when she charges. She can elect to not have this apply at any time if she likes.

Valkyrie Wings (Ex): at third level, the Valkyrie grows lovely feathered wings and gains a Fly Speed of 30 feet (Good manoeuvrability).

Warsong (Su): a third-level Valkyrie may sing her glorious song with a Standard action, and then just needs a Swift action each round to sustain. She makes a Perform (Sing) check when activating it, and divides the result by 10 (round up). The result is the number of allies within 30 feet who can be affected by this, gaining *Haste* and *Rage* effects for the duration.

Meteor Impact (Ex): at level four, a charging Valkyrie deals an additional 3d6 points of damage, plus her Constitution modifier. All adjacent foes to the original target are also hit for this extra damage and are knocked Prone. Such adjacent foes are allowed a Fortitude Save (Strength-based) to negate the damage and Prone status.

Turbulence (Su): with a Swift action, the fifth-level Valkyrie may enhance her movement for the rest of her turn: after she finishes moving, all enemies she was adjacent to at any part of the movement automatically take Sonic damage equal to her hit dice, and are shunted 5 feet in the direction of her choice.

Divine Strike (Su): with a Standard action, a level six Valkyrie may throw any weapon with the word “Spear” in the name, launching it to home in and strike an opponent from the skies. She makes an attack against a foe who is out as far as Long range, and if it hits, the attack deals +1d8 Divine damage per hit die. The weapon then returns to her hands, whether she hits or misses.

Pacify (sp): the sixth-level Valkyrie can cast *Mass Cure Serious Wounds* a number of times per day equal to her Charisma bonus (minimum 1).

Sky Nail (Ex): with a Standard action, a level seven Valkyrie can make a single attack against an adjacent foe, as long as she is wielding any weapon with the word “Spear” in the name. If it hits, she launches the foe into the sky and nails them in place with a ghostly copy of her weapon. They remain there for one minute, although every round they may attempt an Escape Artist check, with a DC of her Attack roll, to escape, plummeting to the earth. Every round they remain there, they suffer 10d4 Sonic damage and cannot breathe.

Not Your Time (Sp): a level eight Valkyrie may cast *Resurrection* a number of times per day equal to her Charisma bonus (minimum 1). If she holds onto the newly alive for a full minute after, they do not suffer any level loss.

The Dead Speak Back (Su): at level nine, the Valkyrie gains the benefit of a *Moment of Prescience* once per day.

Firestorm (Su): at tenth level, the Valkyrie learns the art of the firestorm. With a Full Round action, she may designate a 30' radius Burst anywhere in Long range. She makes one Ranged Touch Attack (enhanced by a Magic Weapon or feats that grant accuracy bonuses to her weapon), and all in the area who are hit take regular weapon damage, as well as 1d8 Fire damage per hit die. They also catch fire. This ability only works with a weapon with "Spear" in the name.

Really Angelic (Ex): at level ten, the Valkyrie changes her type to Outsider if it isn't already. She gains the [Extraplanar] subtype, permanently emits Light as per the spell (except for when she doesn't want to), can interact with Incorporeal creatures just fine as though everything she touches is *Ghost Touch* equipment, and gains Fast Healing 5. She also gains Cold and Sonic Resistance 20, has a permanent *Tongues* effect, and a constant double-strength *Magic Circle Against Evil* and a *Lesser Globe of Invulnerability* although she can suppress or resume either or both as a Free action at any time.

Assumed Entry: Human Knight 7

ADVANCEMENT, MONSTERS AND MINIONS:

As characters gain levels, they advance in a variety of special ways. For one thing, there is a rate at which they tend to gain magic items, assuming no special shenanigans on their part – which is not a safe assumption to make at any time. Secondly, their ability scores advance – instead of just assuming people chain-bind Efreeti to *Wish* their ability scores up, they gain a +1 Aardvark bonus to all ability scores at level 9, and this increases by +1 each level until level 13, where it becomes the maximum of +5.

Level	Minor Items	Moderate Items	Major Items	Aardvark Bonus
3	1	-	-	-
4	1	-	-	-
5	2	-	-	-
6	2	1	-	-
7	3	1	-	-
8	3	2	-	-
9	4	2	-	+1
10	4	2	-	+2
11	4	3	-	+3
12	X	3	1	+4
13	X	3	1	+5
14	X	4	1	+5
15	X	4	2	+5
16	X	4	2	+5
17	X	4	2	+5
18	X	X	3	+5
19	X	X	3	+5
20	X	X	3	+5

X = Effectively unlimited, you no longer care

BACIEL (RIFLE DEMON)

Large Outsider [Evil] (Challenge Rating 9)

Strength	15	Dexterity	18	Constitution	16
Intelligence	3	Wisdom	10	Charisma	3

Hit Dice: 10d8+60 (105 Hit Points)

Initiative: +8

Speed: 30'

Reach: 10'

Armour Class: 23 (-1 Size, +4 Dexterity, +10 Natural Armour)

Flat-Footed: 19

Against Touch Attacks: 13

Fort +13

Ref +11

Will +7

BAB/Grapple: +10/+16

Point-Blank (Su): the Baciél may use an energy pulse as a sort of beam sabre, making a Melee Attack (+11) as a Standard action. If it hits, it deals 5d6 Force damage, plus one and a half times its Strength modifier (+3). The Critical value is 19-20/x2.

Energy Blast (Su): the Baciél may fire a blast of energy with a Standard action. It can go out to 90 feet and requires a Ranged Touch Attack (+13). If it hits, it deals 5d6 Force damage.

Extinction Beam (Su): once per minute, the Baciél may fire an Extinction Beam as a Standard action. This is a 5' wide, 60' long line, and all in the area take 10d6 Force damage (Ref ½, DC 19).

Skills: none, although it provides a +4 Enhancement bonus to Intimidate checks for the owner

Feats: it is built with Improved Toughness, M-M-MONSTER Toughness (+20 HP), Great Fortitude (the PHB version) and Improved Initiative. It never gains additional feats.

CELESTIAL DRAGON

Large Dragon [Extraplanar, Good, Lawful] (Challenge Rating 9)

Strength	31	Dexterity	8	Constitution	20
Intelligence	12	Wisdom	13	Charisma	14

Hit Dice: 10d12+50 (110 Hit Points)

Initiative: +3

Speed: 50' Fly: 100' (Average)

Reach: 10'

Armour Class: 25 (-1 Size, -1 Dexterity, +17 Natural Armour)

Flat-Footed: 25

Against Touch Attacks: 8

Fort +12

Ref +6

Will +8

BAB/Grapple: +10/+25

Attack: Bite +19 (2d6+10) and 2 Claws +19/+19/+14 (1d8+5)

Aura of Menace (Su): just like an Archon, DC 19

Damage Reduction 10/Evil

Darkvision 60'

Immunity to Cold, Electricity and Petrification

Magic Circle Against Evil (Su): just like an Archon

Scent (Ex)

Spell Resistance 20

Teleport (Su): at will, as an Archon

Tongues (Su): as a constant effect

Breath Weapon (Su): once per day, 30' Cone of Cold, 10d6 Cold Ref ½ (DC 20)

Spell-Like Abilities: at will – Aid, Continual Flame, Detect Evil, Message (CL 10)

Feats: Multiweapon Fighting, Improved Multiweapon Fighting, Rapid Strike, Improved Initiative

Skills: Sense Motive +14

COCKATRICE

Large Outsider [Evil, Extraplanar, Lawful] (Challenge Rating 6)

Strength	19	Dexterity	13	Constitution	14
Intelligence	11	Wisdom	14	Charisma	16

Hit Dice: 6d8+12 (39 Hit Points)

Initiative: +1

Speed: 50'

Reach: 10'

Armour Class: 20 (-1 Size, +1 Dexterity, +10 Natural)

Flat-Footed: 19

Against Touch Attacks: 10

Fort +7

Ref +6

Will +7

BAB/Grapple: +6/+14

Attack: 2 Claws +9 (2d6+4) and Peck +4 (4d6+2)

Dark Miasma (Su): thrice per day the Cockatrice can release a black cloud of toxic miasma. Those other than the Cockatrice within 10' instantly take 2d6 points of damage, and must succeed on a DC 15 Fortitude Save or be affected by *Insanity* for three hours. The DC is Con-based.

Spell Resistance 19

Darkvision 60'

Exploding Egg (Sp): once per day, the Cockatrice may lay a large egg as a Standard action. This is treated as a Delayed Blast Fireball with a Caster Level equal to its hit dice. The Save DC (16) is Charisma-based.

Petrification (Su): creatures hit by the Cockatrice's Peck attack must succeed on a DC 17 Fortitude Save or instantly turn to stone. The Save DC is Constitution-based. It is immune to the Petrification of other Cockatrices, but not to other forms.

Feats: Dodge, Mobility, Spring Attack

Advancement: 7-12 (Large); 13-18 (Huge)

At 12 hit dice, it radiates a 5' radius Anti-Magic Field, though the field does not affect it or its own abilities.

NPC CLASS: NINJA-IN-TRAINING

Hit Die: d8

Skills: Maximum ranks in Balance, Hide, Jump and Move Silently

Proficiencies: the Ninja-In-Training is proficient with all Simple and Martial Weapons

Level	BAB	Fort	Ref	Will	Special	Spell-Like Abilities
1	+0	+0	+2	+0	Nameless Killer	Halt 1/day
2	+1	+0	+3	+0	Teamwork	Halt 3/day
3	+2	+1	+3	+1	Affliction Punch!	Darkness 1/day
4	+3	+1	+4	+1	-	Confusion 1/day
5	+3	+1	+4	+1	Sneaky	Confusion 3/day

Nameless Killer (Ex): the Ninja-In-Training isn't important enough to have unique feats. For every feat he would normally gain, he instead deals +1 damage on all attacks against people suffering from any penalty or affliction.

Spell-Like Abilities (Sp): as the Ninja-In-Training gains levels, he gains access to Spell-Like Abilities. If there is a Save DC, it is 10 + half his Hit Dice + his Charisma modifier. When the same spell is listed more than once with different numbers of uses per day, the later listing is the total uses.

Teamwork (Ex): a second-level Ninja-In-Training may combine powers with another. Two or more Ninjas-In-Training on the same Initiative count (even if one delays so as to act on the same count) may combine their efforts by either attacking the same target or using the same Spell-Like Ability on the same target. In the former case, they each make an attack, with a +1 bonus for every other Ninja-In-Training helping (so two would be at +1 each and eight would be at +7 each). Only the highest attack roll actually applies, however, the rest were just dummy attacks. The attack, if successful, gets the same bonus to damage. In the case of using a Spell-Like Ability, the Caster Level and Save DC increase by +1 each for every additional Ninja-In-Training.

Affliction Punch! (Sp): a fourth-level Ninja-In-Training who hits a foe with a melee weapon may, if the foe is Flanked or denied their Dexterity bonus to Armour Class, cast one Spell-Like Ability on that target as a Swift action.

Sneaky (Ex): a fifth-level Ninja-In-Training gains a +4 Competence bonus on Hide and Move Silently checks. At this point, the only way they can advance is to get an actual name and retrain into a proper class, probably Ninja or Assassin.

Standard Equipment: Dark Clothes/Camouflage Clothing, Smoke Bomb, Dagger, Shortbow, Arrows

NPC CLASS: PREACHER

Hit Die: d6

Skills: Maximum ranks in Concentration, Heal and Knowledge (Religion)

Proficiencies: the Preacher is proficient with all Simple Weapons and Light Armour

Level	BAB	Fort	Ref	Will	Special	Spell-Like Abilities
1	+0	+0	+0	+2	Healing in Bulk	Cure Light Wounds at will
2	+1	+0	+0	+3	-	Espoir 1/day
3	+1	+1	+1	+3	Healer's Hands	Cure Moderate Wounds 1/day
4	+2	+1	+1	+4	-	Braveheart 1/day
5	+2	+1	+1	+4	Tender Care	Cure Serious Wounds 1/day

Healing in Bulk (Ex): the Preacher does not get feats. Instead, for every feat she *would* get, instead just add +1 to the amount healed when she restores HP to anyone, even by using wands or whatever.

Spell-Like Abilities (Sp): as she gains levels, the Preacher gains access to Spell-Like Abilities. If there is a Save DC (such as casting Cure Light Wounds on Undead), it is Wisdom-based, and these spells are treated as being on her Class List for the purpose of magic items.

Healer's Hands (Ex): people like healers. At third level, the Preacher gains a +4 Competence bonus to Heal checks, and is generally liked – most people start off Friendly towards her and anyone she serves.

Tender Care (Ex): starting at fifth-level, it doesn't actually matter what kind of activity someone takes, as long as the Preacher is with them – they always regain hit points as though resting. Additionally, she can choose to cast her *Cure Wounds* spells as *Inflict Wounds* – but only on targets that are healed by negative energy, letting her restore HP to Lich Overlords or whatever. If she advances any further, it is by getting a name and trading her levels in for a real class – probably White Mage.

PRINNY, DOOD!

Small Construct [Chaotic, Dood] (Challenge Rating 1)

Strength	10	Dexterity	8	Constitution	–
Intelligence	4	Wisdom	4	Charisma	10

Hit Dice: 2d10+10 (21 Hit Points)

Initiative: -1

Speed: 20'

Reach: 5'

Armour Class: 11 (+1 Size, -1 Dexterity, +1 Natural)

Flat-Footed: 11

Against Touch Attacks: 10

Fort +0

Ref -1

Will -3

BAB/Grapple: +1/-3

Attack: 2 Masterwork Daggers +4/+4 (1d3+1)

Feats: Prinnies don't get feats. Instead, they gain +1 to attack and damage rolls for every feat they would normally get were they not minions.

Dual-Weapon Wielder (Ex): Prinnies can attack with a pair of Light weapons or a Light and a One-Handed weapon at no penalty, just like the first ability of Two Weapon Fighting.

Dood (Ex): Prinnies are not Immune to the following [Mind Affecting] effects: *Confusion, Insanity, Morality Undone, Suggestion, Command, Demand, Greater Command, Lesser Confusion*.

Additionally, against such effects they suffer a -1 Racial penalty to the save. This penalty is worsened by 1 for every additional Prinny within 30 feet.

Death Throes (Su): when thrown or reduced to zero HP, the Prinny is instantly destroyed, exploding in a 30' radius. This explosion deals 1d6 Fire damage per two hit dice with a Reflex Save for half (Strength-based).

Advancement: 3-20 hit dice (Small) – a Prinny who reaches 20 HD and then gains another level instead reincarnates as a Level 1 character with a clean slate and the +5 Aardvark bonus to all ability scores.

PUTTY

Small Fey [Chaotic] (Challenge Rating 1)

Strength	8	Dexterity	12	Constitution	10
Intelligence	10	Wisdom	12	Charisma	12

Hit Dice: 2d6 (7 Hit Points)

Initiative: +5

Speed: 20'

Reach: 5'

Armour Class: 12 (+1 Size, +1 Dexterity)

Flat-Footed: 11

Against Touch Attacks: 12

Fort +0

Ref +4

Will +4

BAB/Grapple: +1/-4

Attack: Touch Attack +3 (Spatial Disruption)

Feats: Weapon Finesse (B), Improved Initiative

Skills: Sleight of hand +10, Hide +10, Move Silently +6

Spatial Disruption (Su): if the Putty hits with its touch attack – or with a Slam attack if it has one – it can attempt to partially teleport the target away, disrupting its matter. This deals 1d3 damage per hit die, plus its Charisma bonus (2d3+1).

Stowaway (Su): with a Standard action, the Putty can transport a held item to a hidden realm, as though it always carried a Handy Haversack. Likewise it may retrieve them with a Standard action. This provides a +4 Racial bonus to Sleight of Hand checks.

Mute/Dance (Ex): Putties are mute, and speak no languages, nor do they understand spoken languages. They can learn any form of sign language, however, and have their own interpretive dance for a language.

Advancement: by class (typically Monk, Elementalist, White Mage or Jester)

SABRE KITTY

Tiny Magical Beast (Challenge Rating 1)

Strength	12	Dexterity	16	Constitution	8
Intelligence	6	Wisdom	10	Charisma	10

Hit Dice: 1d10-1 (4 Hit Points)

Initiative: +7

Speed: 40'

Reach: 0'

Armour Class: 15 (+2 Size, +3 Dexterity)

Flat-Footed: 12

Against Touch Attacks: 15

Fort +0

Ref +5

Will +2

BAB/Grapple: +1/-6

Attack: Bite +6 (1d3+1, 19-20/x3)

Feats: Weapon Finesse (B), Improved Initiative

Skills: Jump +5

Cat Pounce (Ex): with a DC 10 Jump check, the Sabre Kitty may make a Bite attack against an adjacent foe as though it had a natural reach of 5 feet.

Deathsabre (Ex): the Sabre Kitty is basically a child Nekomata, and counts as one for the purpose of qualifying for Feats or Prestige Classes.

Advancement: by character class (typically Samurai or Monk). Usually a Sabre Kitty will grow into a Nekomata by the time it gains even its first class level, but this is not necessarily true.

WAR SLUG

Huge Magical Beast [Water] (Challenge Rating 10)

Strength	20	Dexterity	10	Constitution	20
Intelligence	2	Wisdom	11	Charisma	11

Hit Dice: 10d10+50 (105 Hit Points)

Initiative: +4

Speed: 30' Burrow: 10' Swim: 30'

Reach: 10'

Armour Class: 18 (-2 Size, +10 Natural)

Flat-Footed: 18

Against Touch Attacks: 8

Fort +12

Ref +7

Will +6

BAB/Grapple: +10/+23

Attack: Bite +14 (2d8+7 plus 1d8 Electricity)

Feats: Alertness, Improved Initiative, Improved Natural Attack (Bite), Iron will, Weapon Focus (Bite)

Immunities: Cold, Drowning

Electricity (Ex): electricity constantly sparks and crackles from the slimy skin of the War Slug. Any time it hits with a natural weapon or an enemy strikes it with an unarmed or natural weapon, the foe takes 1d8 Electricity damage.

Electric Whack-a-Mole (Su): the War Slug has a constant *Call Lightning Storm* in effect, which can't actually be suppressed. The Caster Level is equal to its Hit Dice, and the Save DC is Wisdom-based.

Electro-Charge (Su): by charging itself up, the War Slug may spend a Standard action to *Haste* itself and its rider for three rounds.

Advancement: 11-21 hit dice (Huge), 22-42 hit dice (Gargantuan)

When the War Slug becomes Gargantuan, the damage of *Electricity* increases to 2d8

ZOMBIE DRAGON

Large Dragon (Challenge Rating 4)

Strength	19	Dexterity	10	Constitution	–
Intelligence	–	Wisdom	10	Charisma	5

Hit Dice: 7d12+17 (62 Hit Points)

Initiative: +0

Speed: 20' Fly: 60' (Clumsy)

Reach: 5'

Armour Class: 13 (-1 Size, +4 Natural)

Flat-Footed: 13

Against Touch Attacks: 9

Fort +5

Ref +5

Will +5

BAB/Grapple: +7/+15

Attack: Sting +10 (1d6+4) and Bite +8 (2d8+4) and 2 Wings +8 (1d8+2) and 2 Talons +8 (2d6+4)

Feats: Toughness (B)

Immunities: as Undead and Dragon

Slow (Ex)

Damage Reduction (Ex): 5/Slashing

Advancement: 8-10 hit dice (Huge), 11-21 hit dice (Gargantuan)

Upon becoming Gargantuan, the Zombie Dragon bestows a *Curse* (as per the spell, no saving throw) with its Bite attack, and upon reaching 16 hit dice, it gains a Breath Weapon (120' Line, 1d4 Negative Energy damage per hit die and *Curse*, Fort Partial (Charisma-based, half damage and no Curse).

FEATS EVILTIES!

It is *strongly* recommended that people do not select their feats from Wizards of the Coast books, as they are kind of crap, but instead select them from the *Tome of Awesome*. Seriously. However, this game also introduces a number of its own feats, which will be found below:

Blasphemy Incarnate

The number of demons I've consumed... but there is still not enough evil to bring Sulphur back!

Requirements: Evil alignment, not an Outsider

Benefit: any time you slay an [Evil] Outsider, you permanently destroy them by absorbing their soul. For the remainder of the day, you have the same subtypes (and subtype-based Immunities, Resistances and Special Abilities) as the Outsider in question, and deal additional Vile Damage with all attacks equal to the Challenge Rating of the Outsider.

11 Hit Dice: once per week you may summon an [Evil] Outsider with a CR up to one less than your level. It is not friendly or controlled, and will attack you, but should you destroy it, you automatically gain a +4 Profane bonus to all ability scores. This bonus lasts for the rest of the day.

Special: every day, 1d4 minor [Evil] Outsiders such as Imps, Quasits or Dretches will seek you out and attack. As you gain levels, they will be more powerful, typically with a CR of your level minus six.

Combo Fighter [Combat]

You like to get everybody organised in a group before attacking, for all those extra hits. No movement-cancelling is allowed after this.

Benefit: once per round, when an ally deals damage to an enemy, you may make an Attack of Opportunity against that enemy.

+11 BAB: each of your adjacent allies may, once per round, make an Attack of Opportunity against an enemy you damage.

Counter-Counter! [Combat]

How long have we been punching each other in the face for?

Benefit: you gain a +3 bonus to hit with Attacks of Opportunity.

+1 BAB: whenever someone makes an Attack of Opportunity against you, you have the Edge on them until the beginning of your next turn.

+6 BAB: successful Attacks of Opportunity provoke Attacks of Opportunity from you.

+11 BAB: whenever someone provokes an Attack of Opportunity from you, you may make *two* Attacks of Opportunity against them, spending both attempts.

+16 BAB: projectiles, even spells, provoke Attacks of Opportunity from you. If you successfully hit the effect (beating the Attack Roll or Save DC), you negate it completely.

Gymnos Defence [Combat]

You fight best when not weighed down by armour. Or clothes.

Benefit: when wearing no more than small underwear, you gain an Armour Bonus equal to your Strength bonus or your Base Attack Bonus, whichever is smaller – but at least +1.

+1 BAB: when practically (or actually) nude and oiled up, you gain Damage Reduction equal to your Constitution modifier, overcome by Adamantine.

+6 BAB: when you are clad in little more than a light oil coating, you may use an Immediate action to look alluring, distracting spellcasters – they must succeed on a Concentration check (DC 15 + Spell Level + your Charisma modifier) or lose the spell.

+11 BAB: you gain the benefits of Evasion, Improved Evasion and Mettle when fighting in the buff, but you must use an Immediate action to activate these abilities.

+16 BAB: when nude, you gain the Blinding Beauty ability of a Nymph.

Life Drain [Monster, Fiend]

You steal people's life force with just a kiss.

Requirements: Empusa

Benefit: whenever you drain someone with your kiss, you gain a +2 Enhancement bonus to Charisma for one minute, and they take a -2 penalty to Charisma for the same time.

5 HD: when you use your kiss on someone, they must succeed on a Will Save (Charisma-based) against a *Suggestion* for “more”. If they fail this save, you also gain deep personal knowledge about them – real name, major goals and fears, and important secrets they’re keeping from you.

10 HD: with a Standard action, you may blow a kiss, requiring a Ranged Touch Attack out to 30 feet. If it hits, all effects apply as normal.

15 HD: those affected by your kiss also suffer from a poison, and must make a Fortitude Save (Constitution-based). Damage is 1d6 Wisdom/1d6 Intelligence.

Magichange Specialist [Combat]

You can turn people into swords, or possibly you turn into a sword.

Benefit: with a Standard action, you can Magichange an adjacent willing ally into a weapon to wield them, keeping them in that form until dismissed or for one minute, whichever is soonest.

Additionally, if you are of a compatible type, you can also use a Standard action to Magichange yourself and equip yourself to an adjacent willing ally, for the same duration. You are automatically proficient with Magichanged creatures, and you bestow proficiency on all who wield you.

+1 BAB: you can Magichange a pair of creatures at once, dual-wielding them. If they are the same type of weapon, you may instead fuse them into a giant Magichange weapon, with reach and damage as though one size larger.

+6 BAB: you can utilise the Special Attack of a Magichanged creature – or if you Magichange, you can utilise your own Special Attack. Special Attacks are found at the end of the chapter.

+11 BAB: anyone you Magichange gains a Magic Property – or if you Magichange, you gain the property.

+16 BAB: you can utilise the Ultimate Attack of a Magichanged creature – or if you Magichance, you can utilise your own Ultimate Attack. Ultimate Attacks are found at the end of the chapter.

Creatures that cannot be Magichanged: Humans, Elves, Halflings, Dwarfs, Gnomes, and bullshit variants or cross-breeds of the above.

A Magichanged creature is a Magic Item (basic), and the wielder uses their own Base Attack Bonus and ability scores (any effects at all) or those of the weapon, whichever is best. If either has an Enhancement bonus to an Ability Score, they both do.

Race	Weapon	Property	Special	Ultimate
Alraune	Long Spear	Merciful	Thorn Skewer	Flower Storm
Android	Duelling Pistol	Brilliant	Photon Cannon Mk II	Homing Plasma
Angel	Longsword	Sun	Divine Cross	Demon Slayer
Baciel	Rifle	Wounding	Evil Electron	Parallel Cannon
Cockatrice	Heavy Pick	Dispelling	Stone Garden	Hex Stabber
Dragon	Great Axe	Flame	King's Cut	Final Dragoon
Efreet	Great Sword	Flame	Fire Tornado	Wish For Death
Empusa	Spiked Chain	Merciful	Lovely Emanation	Lovely Bondage
Eryngi	Lance	Confusing	Mushroom Surprise	Whack-a-Fungus
Galactic Demon	Katana	Thunder	Magnet Beam	Railgunblade
Gargoyle	Warhammer	Defender	One Tonne Stomp	Graviton Hammer
Ghost	Longbow	Ghost Touch	Eerie Wave	Drop Out
Jack	Scythe	Terror	Reaper-Reaper	Great Pumpkin
Marionette	Longbow	Terror	Puppet String	Robo Crusher
Mothman	Light Crossbow	Wounding	Toxic Shot	Moth Barrage
Nekomata	Pair of Tiger Claws	Berserking	Cat Kick Extreme	Scratching Post
Orc	Morning Star	Berserking	Meteor Mash	Mega Muscle
Prinny	Sawn-Off	Haste	Cluster Bomb	Trick or Bomb
Slime	Great Spear	Acidic	Gloop Stabber	Slimega
Treant	Heavy Mace	Defender	Bulb Planter	Brain Smash
Vampire	Dire Syringe	Lifestealing	Hell Jab	Midnight Embrace
War Slug	Goad	Thunder	Lightning Rod	Shocking Shock
Zombie	Flail	Terror	Zombies!	Corpse Armour

Prinny Commander [Skill]

You rule lots of stupid little penguin demons.

Benefits: all allied Prinnies within 30 feet of you gain a +2 Morale bonus to Attack and Damage rolls. This feat scales with your ranks in Craft.

4 ranks: with 6 hours, 1 low-quality soul and a Craft check (with a DC of 15 + the hit dice of the Prinny you wish to make), you may make a Prinny that serves you in a *somewhat* loyal manner. The most you may command at a time in this manner is equal to your Hit Dice, and they may each have a CR no higher than your own level, minus four.

9 ranks: you gain access to Minions... which sadly must consist at least 50% of Prinnies. These are in *addition* to those you command by crafting. You may cast Repair Moderate Damage at will by taking one minute to work on the construct. Your Caster Level equals a Craft check minus ten.

14 ranks: by making an attack against an allied Prinny, you may cast any of the following on *all* allied Prinnies within line of sight as an Extraordinary Ability: *Haste, Heroism, Braveheart, Greater Magic Weapon*. The effects last only one round, but multiple attacks can grant multiple effects.

19 ranks: you may spend one week, one CR 10 soul and a DC 35 Craft check to build the Pringer-X. It is a Prinny with 20 Hit Dice, advanced to Huge Size (with all ability score and natural armour modifiers) and with the Half Fiend template applied. It does not gain the Spell-Like Abilities, but does gain a PRINGER BEAM attack (Su): once per 5 rounds, as a Ranged Touch Attack out to 250 feet dealing 100 points of Fire damage.

Steel Angel [Monstrous]

You are extra robotic but extra sweet.

Requirements: Android

Benefit: you gain Damage Reduction X/Adamantine, where X equals your Hit Dice, and any [Charm] effect you use gains a massive +1 Racial bonus to the Save DC and Caster Level.

5 hit dice: once per day you can fire a salvo of missiles from your shoulders/wrists/knees/boobs as an Extraordinary ability, out to 150 feet. They explode in a 30' radius Blast, dealing 1d6 Fire damage per hit die and 1d6 Sonic damage per hit die. A Reflex Save (Constitution-based) halves the damage.

10 hit dice: you can jet about the place, gaining a Fly speed of 30' with Good manoeuvrability. Also, you are able to hug people like a car wrecker, gaining a Constrict attack for 2d12 plus double your Strength bonus.

15 hit dice: you gain a Photon Beam as a Supernatural ability, usable once per hour. This extends in a 100' long Line, hitting everyone in the area with a Disintegrate effect. The Save DC is Constitution-based.

Wildlife Habitat [Monstrous] [Skill]

You would do HARM proud, you even have creatures living IN you! And not in a way that requires a doctor visit.

Requirements: Plant type or subtype or [Wood] subtype

Benefit: Putties and Plants find you non-threatening and friendly, so you can always communicate with them safely. This feat scales with your ranks in Handle Animal.

4 ranks: once per day, your blood or tears make delicious nectar, allowing a dose of Ambrosia or a potion of *Good Hope*.

9 ranks: you are full of bees or something. You can cast *Summon Swarm* at will as a Supernatural ability, but you can only have one such effect active at a time.

14 ranks: your hair or whatever contains snakes, blood kestrels, pixies or whatever. Once per round you may replace a successful melee attack with an “inhabiting creature” attack. Regardless of what the actual creature is, it deals 1d6 Piercing damage plus your Constitution modifier, and 4 points of Constitution damage. It also drains enough blood to let you produce another daily dose of nectar.

19 ranks: your hair or leaves or mouth or whatever contains a *Magnificent Mansion*, appearing as a hollowed out tree that is fully stocked, like the Magic Faraway Tree. Furthermore, any swarms you summon (via this feat or any other ability you have to summon swarms) share any Enhancement, Deflection or Resistance bonuses you possess.

MAGICCHANGE: SPECIAL ATTACKS

For any formation following, ○ is an unaffected square, an **arrow** is the user, and an **X** is a target square. Special and Ultimate Attacks can be used once per four rounds.

Thorn Skewer (Alraune):

Standard Action

Make one attack, and compare it against the Armour Class of every enemy in a 15' Line. All who are hit take damage as normal, and suffer 1d6 Constitution damage as part of the spear breaks off inside them and burrows within. They then suffer another 2d6 ongoing Piercing damage each round for three rounds while the thorns keep digging.

Photon Cannon Mk II (Android)

Standard Action

This fires off an effect identical to the *Radiant Assault* spell, a dazzling laser beam.

Divine Cross (Angel)

Standard Action

Make one attack roll, comparing it against the Armour Class of everything in the following formation:

○ ○ ○ ○ ○ **X** ○

> **X X X X X X**

○ ○ ○ ○ ○ **X** ○

All creatures hit not only take damage, but also suffer an effect based on their alignment:

Good: no extra effect

Neutral: 3d6 additional Divine/Fire damage and Dazzled 1 round

Evil: 18 additional Divine/Fire damage and a Fort Save (Charisma-based) or be Stunned 1 round.

Evil Electron (Baciel)

Standard Action

A 30' Line of lightning blasts out, dealing a number of d6 of Electricity damage equal to your Base Attack Bonus, with a Reflex Save for half (Strength-based). Creatures with the [Good] subtype suffer a -5 penalty on the saving throw, and terrain and unattended objects in the area are outright destroyed.

Stone Garden (Cockatrice)

Full Round Action

Make one attack roll, applying it against the Armour Class of everything in the following formation:

○ **X** ○ **X**

> ○ **X** ○

○ **X** ○ **X**

All who are hit not only take damage, but also suffer 1d10 points of Dexterity damage. If reduced to zero Dexterity, they are permanently turned to stone.

King's Cut (Dragon)

Full Round Action

Five squares in the following pattern, within Medium Range, suffer a number of d6 of Fire damage equal to the user's Base Attack Bonus. There is no saving throw for this. If the Dragon has a breath weapon with an energy type different from Fire, use that instead.

○ X ○
X X X
○ X ○

Fire Tornado (Efreet)

Standard Action

Every enemy within 10 feet of the wielder is struck for regular weapon damage plus 5d6 Fire damage. A successful Reflex Save (Strength-based) halves this damage. Those who fail the save catch fire, burning for 1d12 Fire damage per round.

Lovely Emanation (Empusa)

Full Round Action

All creatures within 15 feet take 1d6 Non-lethal damage per hit die (due to nose bleed) with a Will Save for half (Charisma-based). Those who fail the save cease fighting and are *Charmed* for one minute. Creatures without blood suffer no damage (but must still save against being *Charmed*).

Mushroom Surprise (Eryngi)

Standard Action

Shroom spears spring up beneath foes, making one attack against all foes in the following pattern:

○ ○ X ○ ○
○ X ○ X ○
X ○ > ○ X
○ X ○ X ○
○ ○ X ○ ○

The targets are denied their Dexterity bonus to Armour Class, and if hit, also suffer a Poison effect (Constitution-based, damage: 1d6 Con)

Magnet Beam (Galactic Demon)

Standard Action

Make one attack roll and compare it against all foes in a 30' Line. Those hit suffer weapon damage as normal, plus 3d6 Electricity damage, and must make a Fortitude Save (Strength-based) or be Anchored for 3 rounds by the electromagnetic forces.

One-Tonne Stomp (Gargoyle)

Standard Action

Make a Jump check or melee attack, whichever has the better bonus, applying it against the Armour Class of all adjacent creatures. Those hit suffer weapon damage and knocked Prone, and are squished such that their Size is reduced by one step for one round.

Eerie Wave (Ghost)

Standard Action

Mage one attack roll, applying it against the Armour Class of all creatures in a 50' Zig-Zag pattern. All creatures hit suffer 5d6 Force damage and must pass a Will Save (Charisma-based) or be Confused for three rounds.

Reaper Reaper (Jack)

Full Round Action

Make one attack roll, comparing it against the Armour Class of every adjacent creature. Any hit becomes an automatic Critical Hit and struck creatures that move in their next turn treat the first square of movement as difficult terrain.

Puppet String (Marionette)

Full Round Action

Make a single attack against one creature in range. If struck, they must pass a Fortitude Save (Intelligence-based) or be Dominated for one minute, though you must use your own actions to direct theirs. Severing the string (from bow to arrow) or yanking the arrow out ends the effect.

Toxic Shot (Mothman)

Standard Action

Make a ranged attack against one target. If hit, they are Nauseated by spores for one round.

Cat Kick Extreme (Nekomata)

Full Round Action

Make a single attack roll against one adjacent target. This cannot threaten a Critical Hit, but instead deals a number of hits equal to the amount the roll exceeds the target's Armour Class.

Meteor Mash (Orc)

Standard Action

All creatures in a 10' radius Burst in Close Range must make a Reflex Save (Strength-based) or suffer a Critical Hit from the weapon and be knocked Prone by its impact.

Cluster Bomb (Prinny)

Full Round Action

A 30' radius Blast erupts within Medium Range, dealing 6d6 Fire/Sonic damage to all in the area with a Reflex Save for half (Constitution-based). Those who fail the save are also knocked Prone and launched to the edge of the blast. Additionally, four more 10' radius Blasts occur within 60 feet of the original (but none overlapping). Those in the smaller blasts suffer 4d6 Fire/Sonic damage, with a Reflex Save for half (Constitution-based).

Gloop Stabber (Slime)

Standard Action

Make one attack roll, comparing it against the Touch Armour Class of every creature in a 15' Line. Those hit suffer weapon damage, plus 3d6 Acid damage, and 2d6 Ongoing Acid damage on their next turn, and 1d6 Ongoing Acid damage the turn after that.

Bulb Planter (Treant)

Standard Action

Make a single attack against an adjacent foe. If hit, they take damage as normal and are buried up to their neck in the ground, effectively Immobile and Helpless. After one full round they pop back up.

Hell Jabber (Vampire)

Standard Action

Make a single melee touch attack against an adjacent foe. If you hit, then as well as dealing damage as normal, you deliver a *Vampiric Touch* to the foe (no save). The spell effect is a critical hit as well.

Lightning Rod (War Slug)

Standard Action

Make a single attack against a foe in Close Range, even one you can't physically reach. If struck, they take weapon damage as well as 1d6 Electricity damage per hit die.

Zombies! (Zombie)

Full Round Action

Make a single attack against a foe in Close Range, even one you can't physically reach. If struck, they are Sickened for one minute, and basic Human Zombies rise from the ground in every adjacent square and attack with your own attack bonus and weapon damage. The following round, more Zombies rise from every square adjacent to the current Zombies. Three rounds later, the Zombies all collapse.

MAGICCHANGE ULTIMATE ATTACKS:

Flower Storm (Alraune)

Standard Action

All creatures within Medium Range are assailed by magical scented petals, falling Asleep on a failed Fortitude Save. Non-Living creatures instead find the plants rapidly trying to plant themselves and grow within their bodies, dealing five points of damage per hit die with no saving throw.

Homing Plasma (Android)

Standard Action

Make a pair of ranged touch attacks against a single target in Long Range, and pick the higher result. This effect ignores any Cover or Concealment, even complete Invisibility. If it hits, it deals 10 Fire damage per hit die and lights the target up with *Faerie Fire*.

Demon Slayer (Angel)

Standard Action

Make a pair of melee attacks against a foe. Each one deals damage as normal, plus an additional 10d6 Divine damage. Additionally, even if they both miss, if the target is an [Evil] Outsider, it must pass a Will Save (Wisdom-based) or be Banished for 24 hours. If one attack hits, the save is made at a -4 penalty. If both hit, a failed save also kills the Outsider (a [Death] effect), but they're still Banished if immune to [Death] effects.

Parallel Cannon (Baciel)

Standard Action

You fire a pair of 60' long Lines in the following pattern:

○ **X X X X X X X X X X**

> ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

○ **X X X X X X X X X X**

Those in the affected areas suffer 10 Electricity damage per hit die, with a Reflex Save for half (Strength-based). Additionally, those between the two lines are affected by electromagnetic forces, and must pass a Fortitude Save (Strength-based) or be Slowed for 3 rounds. Creatures that occupy both a Line and the middle are affected by both.

Hex Stabber (Cockatrice)

Standard Action

You make a single attack against a creature within Close Range – even if you cannot physically reach them. If it hits, then as well as doing damage, it afflicts the foe with *all* of the following, with one Fortitude Save (Charisma-based) to negate all: *Bestow Greater Curse*, *Hold Monster*, *Poison*, *Contagion*, *Blindness/Deafness* and Delayed (3 rounds) *Detonate*.

Final Dragoon (Dragon)

Full Round Action

You launch ten miles into the air, and unleash a powerful wave of energy at a 500' radius Column beneath you (going all the way to the ground). All in the area take 10 Fire damage per hit die with a Reflex Save for half (Constitution-based). Unattended objects are destroyed outright.

Wish For Death (Efreet)

Standard Action

Make a melee attack against a foe in Close Range, even if you can't physically reach them. If you hit, it deals damage as normal and also briefly afflicts the target with an urge to suicide. They are entitled to a Will Save (Charisma-based), and on a failed save they *Wish* for their own death and must attempt a Fortitude Save (Charisma-based) or be slain. If they pass the save, they still manage to, as a Free action, make an attack against themselves that automatically hits.

Lovely Bondage (Empusa)

Standard Action

Make a melee attack against a creature in Medium range, even if you cannot physically reach them. If you hit, then as well as dealing damage, you make the target Entangled and Anchored for one round. Additionally, they must make a Will Save (Charisma-based) against an *Imprisonment* effect. You may elect to hold onto the chain if the foe passes the save, extending it each round that you spend a Move-Equivalent action. This extends the Entangled and Anchored conditions and deals 5d6 Slashing damage per round. They can attempt a Strength check or Escape Artist check (opposed by your initial Attack roll) each round to break free, but they take another 3d6 Slashing damage each time they attempt it, whether they succeed or fail.

Whack-a-Fungus (Eryngi)

Full Round Action

Make a double Move action. Every foe who threatens area you leave loses all of their actions for their next turn as they make futile attempts to attack you. At the end of this movement, make one melee attack, applying it against the Flat-Footed Armour Class of all foes who just lost their turns.

Railgunblade (Galactic Demon)

Standard Action

Every creature in a 100' Line is hit by a blast of electromagnetic energy and must make a Fortitude Save (Strength-based). Creatures larger than the wielder gain a +4 bonus on the save, while creatures smaller than the wielder take a -4 penalty. All creatures who fail the save are launched to the end of the line unless a solid wall blocks the path, in which case they hit that. All creatures affected are slammed into the same square, dealing 6d6 damage to each other – so one creature takes zero damage, two would take 6d6 each, and five would take 24d6 each. All affected creatures then scatter about so as to fill their own squares, and are Helpless for 1 round then Anchored for 3 rounds further.

Graviton Hammer (Gargoyle)

Standard Action

All creatures in a 15' radius Spread in Close Range are hit by a hammering ball of gravity. All in the area suffer 10 damage per hit die and are squished flat, rendered Prone, Anchored and reduced to Diminutive Size (unless already smaller) for three rounds. A successful Fortitude Save (Strength-based) halves the damage and negates the other effects, they are just knocked Prone until they decide to stand up.

Drop-Out (Ghost)

Full Round Action

One bolt is fired into the sky, causing darkness to rain down upon a 50' radius Spread within Medium Range. Everyone in the area is hit by eerie shadows, and must pass a Will Save (Charisma-based) or be Stunned for 2d4 rounds. Even passing the save still results in being Blind for one minute.

Great Pumpkin (Jack)

Full Round action

You slice out with a blade of fear and pumpkins, automatically dealing a Critical Hit to every adjacent enemy. All of them must pass a Will Save (Charisma-based) or Panic for one minute.

Robo Crusher (Marionette)

Swift Action

The characters actually combine together, the Marionette Bow forming a robotic body for the wielder. For four rounds, they are fused together, and the wielder gains the following benefits:

- Grows one Size Category
- Gains DR 10/Slashing
- Gains Immunity to Poison
- Gains Eye Beams (Su): with a Ranged Touch Attack as a Standard action, eye beams are fired at a target. If the attack hits, the foe must make a Fortitude Save against Poison and a Will Save against Fear (Charisma-based, in both cases). The Poison deals 5 Acid damage per hit die as both Primary and Secondary damage, and the [Fear] effect results in 1 round of Panic.

Moth Barrage (Mothman)

Standard Action

Designate a 50' radius burst within Long Range. A massive swarm of giant moths is launched, bombarding the area and shredding items. All in the area suffer 5 damage per hit die, with a Fortitude Save for half (Constitution-based). Additionally, all non-magical items in the area are utterly destroyed.

Scratching Post (Nekomata)

Swift Action

For the rest of the round and two rounds thereafter, the wielder makes twice as many attacks in a Full Attack, and all of their attacks triple their Critical Threat ranges. If *Cat Kick Extreme* is used, then two such attacks are made.

Mega Muscle (Orc)

Full Round Action

Make a melee attack against a target. If it hits, the foe takes damage as normal and is hit with such force as to be buried completely underground, rendered Helpless if they lack Earth Glide or a Burrow speed. Additionally, an *Earthquake* effect occurs, centred on the buried foe.

Trick or Bomb (Prinny)

Full Round Action

A nuclear Prinny is launched out to anywhere in Long Range. It appears to be a dud at first, allowing everyone in the area (a 50' radius, 500' tall Column) to make a regular Swift action as an Immediate action. After that, however, it actually does detonate, rather explosively. It deals 10 points of Fire damage per hit die, with a Reflex Save for half (Constitution-based), and the radiation deals 1d4 Negative levels.

Slimega (Slime)

Standard Action

A wave of acidic slime launches out in a 30' radius Spread, dealing 10d6 Acid damage to all in the area who fail a Reflex Save (Constitution-based). The acid remains, and anyone who starts their turn in the area suffers 10d6 Acid damage and 2d6 points of Constitution damage. A successful Fortitude Save (same DC) halves the damage and negates the Constitution damage. On your next turn, the slime extends by 30' in each direction (to a 60' spread), and on your turn after, it extends out to a total of 90 feet. Each time it extends, there is a Reflex Save to avoid instantly taking damage, but starting your turn in acid still requires a Fortitude Save against the damage and Con loss.

Brain Smash (Treant)

Standard Action

Make a single melee attack against one foe, slamming the might of a full tree into their head. If it hits, it not only deals damage, it also deals 2d6 Intelligence damage and forces them to make a Will Save (Strength-based) or be Stunned for 1d4 rounds.

Midnight Embrace (Vampire)

Full Round Action

Make a single melee attack against one foe. If it hits, you suck the very life force from them, dealing one hundred points of damage and healing yourself of an equal amount. Additionally, you deal a temporary Negative Level (lasting 12 hours) and 4 points of Constitution Drain.

Shocking Shock (War Slug)

Full Round Action

First, everything within 60 feet is completely soaked with water, up to 5 feet up. Then, a terrible electric shock blasts all in the area, dealing 100 points of Electricity damage to everything except the wielder. All such creatures are entitled to a Fortitude Save to halve the damage, but if they attempt and fail the save, they are Dazed for one round.

Corpse Armour (Zombie)

Swift Action

Both zombie and wielder fuse together, the zombie forming a sort of undead armour. The wearer gains a bonus to Natural Armour equal to 8 plus one third of their hit dice, and immunity to [Death] effects, Stunning, Critical Hits, Negative Levels and Ability Damage/Drain. They also gain a necrotic Bite attack that deals 2d6+Strength in damage for a Medium creature and has a x4 Critical multiplier. Furthermore, those bitten suffer 3d6 Negative energy damage and must save against contracting Filth Fever (Constitution-based). They transform back to normal after three rounds.

NEW EQUIPMENT OF THE NETHERWORLDS

NEW ARMOUR

GIGA-ARMOUR: Giga Armour is Heavy Armour, except so heavy that it works slightly differently (despite fitting under the same Proficiency and so on). It weighs about a tonne, but the weight is not counted towards encumbrance – to some extent it holds itself up. Movement speed is *halved* in Giga Armour, and Running is flat-out impossible. It provides a -15 Armour Check Penalty, has a +0 Dexterity maximum, and 250% Arcane Spell Failure.

On the plus side, it grants an Armour bonus of +13, a +8 Stability bonus against being Tripped or Lifted, and a +4 bonus on Saving Throws against spells. Additional benefits are gained depending on the wearer's ranks in Survival:

- 9 ranks: Movement does not provoke Attacks of Opportunity
- 15 ranks: the wearer does not take Falling Damage, though the ground beneath them does
- 21 ranks: the wearer may use his Fortitude Save in place of any Will Saves

NEW WEAPONS

DIRE SYRINGE: the Dire Syringe is an Exotic weapon, except to Vampires, who treat it as a Martial weapon. It is a two-handed Piercing weapon that deals one point of damage (plus any usual bonuses), but has a 2-20/x2 Critical value (no really).

It can be loaded with an alchemical preparation or a Potion as if it were a Light Crossbow, and a loaded charge can be injected into the target as a free action after any hit – causing its normal effects. Anything loaded in also scores a critical hit if the syringe does.

FIREARMS: all Firearms fall under the one proficiency – Firearms – which are treated as *Simple* weapons because they really are that simple to use. However, Martial Proficiency (Firearms) is needed to reload them properly. It requires a Full Round Action to fully reload a Firearm. Having Martial Proficiency, 4+ ranks in Sleight of Hand, or Rapid Reload reduces this to a Move-Equivalent Action. Having two of the above reduces it to a Swift Action, and all three makes it a Free Action.

A magic Firearm grants all magical effects (including Enhancement bonuses) upon its ammunition.

Pistol:

Range Increments: 10 feet
Ammunition: Normal Bullets
Payload: 1 bullet

Shotgun:

Spray: 15' Cone
Ammunition: Buck Shot
Payload: 1 shell

Duelling Pistol:

Range Increments: 20 feet
Ammunition: High-Calibre or Death Whisper
Payload: 2 bullets

Revolver:

Range Increments: 10 feet
Ammunition: Normal Bullets
Payload: 6 bullets

Double-Barrel Shotgun:

Spray: 15' Cone
Ammunition: Buck Shot
Payload: 2 shells

Executioner Rifle:

Range Increments: 150 feet
Ammunition: High-Calibre
Payload: 1 shot

AMMUNITION:

Pistol Bullets:	2d4 Piercing/Bludgeoning	20/x3 Critical
Buck Shot:	2d6 Bludgeoning (Enhancement bonus is added to Save DC and damage)	Reflex Half (Dexterity-based)
High-Calibre:	3d6 Piercing	19-20/x3 Critical
Death Whisper:	2d6 Piercing/Bludgeoning (The tip is a hollow container, <i>Fire Trapped</i> (CL = BAB))	19-20/x3 Critical

INVENTIONS

Vacuum Box: this large box requires two hands to use for its various powers, and seems vaguely mechanical. It has two functions, and using either is a Standard action, but requires a Move-Equivalent action to wind up first – which can be done at any time prior. The first use casts *Shadow Well* on a target. Every round they spend in the shadow realm (inside the box), they take 2d6 Crushing damage from the gears. The second use is to throw it on the ground to unfold into a *Wall of Gears* for five rounds.

Beam Sword: this is a Magic Long Sword, except the attacks are resolved as Touch Attacks and the damage is Light damage. Additionally, once per minute it may fire a beam out in a 20' long Line, dealing 1d8 Light damage per hit die to all in the area with a Reflex Save for half (Strength-based).

Emperor Drill: this giant two-handed weapon deals 1d12 Piercing damage plus the user's Strength bonus – it is too bulky to multiply the modifier. It ignores Damage Reduction, Regeneration and Hardness, and has a x4 Critical Multiplier. Additionally, you can use it to Tunnel at half your Land Speed.

Laser: this is a Ray Gun (powered by trickle-down economics!) and can be fired one-handed with an Attack action. It reaches out to 60 feet, is resolved as a Ranged Touch Attack, and deals 3d6 Light damage. It is a Magic Weapon, and makes a “pew-pew!” sound.

UFO-Yoink!: this must be held in one hand, and looks like a little flying saucer, complete with Bodak faces occasionally appearing. It can be hurled out to 30 feet away with a Standard action, allowing one of the following:

- A Ranged Touch Attack to steal one non-worn item from a target
- A Ranged Touch Attack, then a Sleight of Hand check (DC 20 + BAB of target) to steal a worn item from a target
- A Ranged Touch Attack to render the target Prone (until they choose to stand) and Shaken (for one minute). If anyone says “Roll for Anal Circumference”, everyone else may punch them.

Rotor-Scythe: this horrifying device involves a pole, several scythe-heads and a rotor engine. With a Standard action, the wielder can make one attack (as a Magic Scythe), applying the result against the Armour Class of every adjacent foe. The threatened area is then treated as Difficult Terrain for one round, and anyone hit is treated as Entangled on their next turn. If they are also in the area (ie the wielder doesn't move away), they suffer another 2d4 Slashing damage, plus the Magic Weapon bonus, on their next turn.

Flamethrower: this giant two-handed weapon sets people on fire. With an Attack action it blasts a 30' Cone area, dealing 6d6 Fire damage to all in the area. Those hit can make a Reflex Save for half damage (Intelligence-based). Those who fail the save catch fire, suffering 2d6 Fire damage each round until it is put out.

Minionbot 3,000: this construction actually follows the inventor around and tries to help out. It is a Giant Soldier Ant Elder Eidolon. If the Inventor has 12 ranks in Craft, the Minionbot is granted another 3 hit dice. At 15 ranks, it gains another 3 hit dice and grows to Large Size.

Makai Cannon: this bizarre creation requires two hands to use. It grants a +4 bonus to Grapple checks, and has a special Claw attack as a Standard action: it requires a Touch Attack, which deals 1d8 damage, plus a *Shocking Grasp* effect (no limit to damage dice), with the Improved Grab special quality. Additionally, if it kills someone, their soul is trapped inside, unable to be brought back until released. With a Standard action, the wielder may release a soul, effectively Summoning and controlling a Spectre for four rounds. After that, the soul is freed.

The Makai Cannon can also be fired as an Executioner Rifle, resolved as a Ranged Touch Attack and dealing Light damage.

Remote Device: this strange object requires both hands to use, and can use each of the following effects once per minute with a Standard action, out to 60 feet away:

- Create a Parboil effect (Intelligence-based)
- Create a Confusion effect (Intelligence-based), plus deal 5d6 Fire damage on a failed Save
- Create a Dominate Monster effect (Intelligence-based) for three rounds

Gatling Gun: this giant gun is a Magic Weapon, requires two hands to wield, and is fired with a Full Round action in a 30' Line. Make one Ranged Attack. Each target in the line suffers a number of hits equal to the amount the roll beats their Armour Class by. The weapon cannot threaten a Critical Hit, and the base damage is 1d6 Piercing and 1 Constitution damage – remember that it is a Magic Weapon.

Bomb: this is a giant, round bomb, the kind that looks like a cannonball with a fuse. It requires two hands to throw, and can be thrown out to 50 feet away with a Standard action, exploding in a 20' radius. All in the area take 1d6 Fire damage per rank in Craft the inventor has, with a Reflex Save for half damage (Intelligence-based). They must also pass a Will Save (Same DC) or Panic for 2 rounds. Bombs are quick to replace, requiring an hour of work. You can even stock up – whatever.

Bazooka: a heavy, two-handed firearm that can fire a missile out as far as 250' with a Standard action. It then explodes in a 30' radius (the missile, not the bazooka), dealing 1d6 Fire/Sonic damage per hit die to all in the area. Targets are allowed a Fortitude Save (Intelligence-based) for half damage, and if they fail, they are knocked Prone.

Rocket Boots: these clunky boots allow for a Fly Speed of 50 feet (Average Manoeuvrability), and if the flyer moves directly over a target, the target must pass a Reflex Save (Dexterity-based) or suffer Fire damage equal to the Inventor's ranks in Craft.

Assassin Doll: the inventor manages to craft a special assistant: a Marionette Assassin, with a total level equal to her own level, minus two. It may take the Killer Puppet Prestige Class when it qualifies.

Accelerator: this is a set of false teeth to be worn in the mouth. Don't ask why. The wearer is permanently *Hasted*, triples all Movement Speeds, and can cast *Dimension Door* at will.

Helldam RX: this mecha suit is effectively a giant suit of armour that provides many benefits:

- Plus one size category (do not adjust ability scores or natural armour)
- +10 Armour Bonus to Armour Class
- Damage Reduction 20/-
- +6 Unnamed Bonus to Strength and Constitution
- Fly Speed 30' (Poor Manoeuvrability)
- One arm has a mini-gat that can be fired at will: 45' Cone, 1d8 Piercing damage per 2 hit dice, with a Reflex Save for half (Intelligence-based)
- The other arm can wield a weapon or Invention, or can make a Slam Attack (Magic Adamantine Weapon, base damage 2d6)

Prinzooka: it's a very special bazooka, that fires cluster-prinnies. It requires two hands to use, and a Standard action to fire, firing out to Long range. It detonates in five 20x20' squares, arranged in an X pattern, with all in the area suffering 10 Fire/Sonic damage per hit die with a Reflex Save for half (Intelligence-based).

Dark Sun Portable: this is a portable, plasma-powered dark sun that hovers above the inventor (whether she wants it to or not). It may create a *Deeper Darkness* or *Damning Darkness* effect at will, can cast *Scorching Ray* at will (using the Inventor's attack bonus and half the damage being "Spooky Blasphemous Damage"), and grants Fire Resistance to the Inventor equal to triple her hit dice. It also provides an Enhancement bonus to Charisma, and any enemy within 30' of her suffers 2 Constitution damage per round (double this if they have a Felony class feature) as their life force is sucked away.

Super Battleship Yoshitsuna: this is a giant space ship. Treat it as a Galleon, except made from Adamantine. Although it doesn't really float so well, it has a Fly speed of 100' (Poor) in normal terrain, or 500' (Good) in space. It is sealed against the vacuum of space and radiation, and has six Plasma Cannons that can all be fired with one Standard action from the pilot, even at different targets. They fire out to Long Range, require only Ranged Touch Attacks to hit, and deal 4d6 Fire/Electricity damage each on a successful hit.

Cooperatron: this hand-held device merely need be pointed at an ally and a button pressed with an Attack Action. They instantly gain several benefits: +5' Move Speed per HD, +5' Natural Reach per 2 HD, +1 Attack of Opportunity per 3 HD and the *Combo Fighter* and *Magichange Specialist* feats as Bonus Feats. All effects last for one minute.

MAGIC FOOD

Bread: this warm, fluffy bread has healthy whole grains in it, and also magic. It grants 2 Temporary HP per hit die, lasting one hour (or until used up or replaced by gaining more Temporary HP).

Chocolate: this delicious sweet has two effects. To non-Humanoids, it is treated as a poison (ingested, 1d6 Con/1d6 Con, DC 13). To *anyone*, it grants a +4 Morale bonus on Will Saves, Reflex Saves and Caster Level checks to beat Spell Resistance, for one hour.

Chocolate Cake: this cake is delicious, but very rich and filling. It provides 5 Temporary HP per hit die, which last for one hour or until used up or replaced by new Temporary HP. It also grants Fast Healing 1 for one minute, but causes the consumer to feel bloated, counting as Sickened for half an hour.

Carrot Cake: this cake is still delicious, but slightly healthier. Slightly. It restores 1d4 HP per hit die to the consumer.

Teacake: anyone who eats this delicious, sticky cake becomes immune to the following for the next hour: Poison, Disease and Ability Damage. They will also be cured of any of those conditions.

Cheesecake: anyone who eats this incredibly light dish gains the ability to *Fly* for the next hour (as the spell), and also gains a +4 Morale bonus on all Saving Throws, Attacks and Damage rolls for the same duration.

Mille Feuille: whoever eats this light dessert will become insubstantial, similar to a shadow or a ghost. They may move unimpeded through physical barriers, fly at their usual Movement Speed, and cannot interact with the real world (or vice versa), although they can see and hear just fine – and be seen and heard. This lasts for one hour.

Green Teacake: whoever consumes this is filled with healing energy, receiving both a *Heal* effect and a *Regenerate* effect. Furthermore, if they are slain during the next minute, they are instantly brought back to life with no Level Loss.

Strawberry Cheesecake: the consumer of this cake is surrounded by an aura of love and desire for the next hour. All within 30 feet of them feel quite happy (gaining a +3 Morale bonus on all Attack rolls, Skill checks and Saves), but must make a Will Save (applying the bonus as a *penalty* instead) or be *Charmed* by the consumer, and treat their every word as a *Suggestion*. There is a save each time, but with the bonus applied as a penalty. Once someone passes their save against the Charm effect, they are immune for the rest of the duration. Any effects still apply after they leave the aura.

Seven Layer Cake: eating this cake bestows a *Prismatic Aura* effect on the consumer for 10 minutes.

Pavlova: whoever eats this gains a Flight speed of 250' (Perfect), as well as Regeneration 10 (overcome by Fire). Additionally, all of their allies within 100' benefit from this as well – although the effects will end for the allies as soon as they leave the area. For the consumer, the effects last for ten minutes.

NEW SPELLS OF THE NETHERWORLD:

BRAVEHEART

Enchantment [Mind-Affecting] [Morale]

Level: Beguiler 6, White Mage 6

Components: V, S

Range: Close

Target: one creature

Duration: 3 rounds

Saving Throw: Will Negates (Harmless)

Spell Resistance: Yes (Harmless)

The target gains a Morale bonus of +1 per 3 Caster Levels to their Attack rolls and Save DCs, and +1 per Caster Level to their Damage rolls.

BRAVEHEART, MASS:

Affects up to one creature per Caster Level

ESPOIR

Transmutation

Level: White Mage 4

Components: V, S

Range: Close

Target: one creature

Duration: Instantaneous

Saving Throw: Will Negates (Harmless)

Spell Resistance: Yes (Harmless)

This spell removes any of the following effects from the target: Fatigued, Dazed, Shaken, Confused, Charmed, Sickened, Stunned, Nauseated, Exhausted, Asleep, Frightened, Cowering, Panicked.

ESPOIR, MASS:

Affects up to one creature per Caster Level

NORMALISE

Universal

Level: White Mage 9

Components: V, S

Range: Medium

Area: 30' radius Spread

Duration: one hour

Saving Throw: None

Spell Resistance: No

This spell removes all Enhancement, Luck, Morale, Alchemical, Divine, Profane, Sacred, Deflection and Resistance bonuses and penalties in the area for the duration – suppressing any new ones as well.

THE DARK ASSEMBLY AND REINCARNATION:

Whenever people want something out of the Dark Assembly, their first course of action is to actually step forward with their request. When they do this, a number of Senators will feel like showing up, based on how important they consider the issue. This can vary between 5 and 20.

A DC 20 Sense Motive check will give a general idea as to whether the bill is likely to pass or fail without action on their part. DC 25 will actually let the PCs know who is for and against, and DC 30 will show by how much:

Love	Guaranteed “Aye”	No need to bribe
Strongly In Favour	Votes “Aye” without Peer Pressure	Bribing has little effect
In Favour	75% likely to vote “Aye”	Susceptible to bribes
Asleep	Will Not Vote	Impossible to bribe
Indifferent	Will Abstain or Vote Randomly	Very susceptible to bribes
Drunk	Mostly Random*	Does not recognise bribes well
Opposed To	75% likely to vote “Nay”	Susceptible to bribes
Strongly Opposed To	Votes “Nay” without Peer Pressure	Bribing has little effect
Loathe	Guaranteed “Nay”	Impossible to bribe

A guarantee is just that – a 100% guarantee... unless you convince them otherwise.

If merely *Strongly* in favour/opposed, it is similar to a guarantee, except they can be swayed by peer pressure: the chance to stand their ground on the issue is 100%, minus 10% per person in their party who is voting the other way. A bribe shifts them one degree in your favour.

If in favour/opposed, the chance of them voting that way is 75%, except shifted 5% Nay for every Strongly Opposed or Loathe in their party, and 5% Aye for every Strongly In Favour or Love in their party. Bribes shift them one degree in your favour.

The Indifferent have a 50% chance of Abstaining, a 25% chance of voting Aye, and a 25% chance of voting Nay. If bribed successfully, they become Strongly in Favour, however anyone Indifferent in an opposing party will instantly change to Opposed.

Sleeping people don’t vote. When waking someone up, do it gently or they may Loathe you.

Drunk people are unreliable. It is usually a coin toss, but if the majority of their party is likely to vote “Aye” (Strongly in Favour or Love), they will vote Nay, and if the majority of their party is likely to vote “Nay” (Strongly Opposed or Loathe), they will vote Aye. Because they’re dicks and think it’s funny. Also, bribes don’t really work well because they don’t know what they want from one moment to the next – there is a 50% chance of them recognising and wanting a given bribe when offered.

There will be a number of “turns” in which each party member gets a single attempt at persuasion – usually two or three. Nobody may attempt to influence the same person more than once per session.

Bribe a Senator: this requires a Sense Motive check to tell what they want (opposed by their Bluff check if they don't want to be blatant about it, DC 10 if they're hinting, and automatic if they flat-out tell you), then you need to actually give them what they want. Better bribes might actually result in more than one increase, at the option of Mister Cavern.

Sweet-Talk a Senator: this requires a Diplomacy check against the Senator in question, with a DC of 10 + Senator's HD + Senator's Wisdom modifier. Success improves their attitude by 1 step, or 2 steps if you beat the DC by 15 or more. Failure by 10 or more worsens their attitude one step.

Lie to a Senator: this requires a Bluff check against the Senator in question, with a DC of 10 + Senator's HD + Senator's Wisdom modifier. Success improves their attitude by 1 step, or 2 steps if you beat the DC by 15 or more. Failure by 10 or more worsens their attitude one step.

Bully/Blackmail a Senator: this requires an Intimidate check against the Senator in question, with a DC of 10 + Senator's HD + Senator's Charisma modifier. Success improves their attitude by 1 step for this vote, or 2 steps if you beat the DC by 10, or 3 steps if you beat it by 20 or more. Failure at all worsens their attitude by one step, and even if you succeed, their attitude is worsened next time you meet them.

Impress a Senator: this requires a Perform check (or some other thing you think will wow them), with a DC of 10 + Senator's HD + Senator's Intelligence modifier. Success improves their attitude by 1 step, or 2 steps if you beat the DC by 15 or more. Failure by 10 or more worsens their attitude one step.

Offer Candy to Mister Cavern: if this is done, you may automatically improve the attitude of a Senator by one step.

Use a Special Ability: as long as it takes under a minute to use, you may just use an ability that could conceivably change people's reactions – such as substituting a [Fear] effect for an Intimidate check, an Illusion for a Bluff or Perform check and so on.

Note: some Senators are resistant or susceptible to certain approaches. Sense Motive checks and a *memory* can help you in future, so you get to learn (and abuse) the personalities and defects of senators.

Alraune Party	Likes Rings	Loathes Intimidation, one step Friendlier to those weaker
Angel Party (all Celestials)	Cannot be Bribed	Loathes Bribery and corruption
Baciel Party	Likes Magic Emblems	75% chance to show up drunk
Cockatrice Party	Likes Scrolls	Friendlier to those stronger
Dragon Party	Likes Weapons	Weak vs. Flattery (+4 to Diplomacy)
Efreeti Party	Likes <i>Muscle</i> equipment	+4 to displays of strength/manliness
Empusa Party	Likes Belts	One step Friendlier to opposite sex
Eryngi Party	Likes Magic Food	Long memory for bribes
Ghost Party	Likes Orbs	30% chance to be Asleep 30% chance to be Indifferent
Marionette Party	Likes Armour	75% chance to be the sock puppets of another senator
Moth Party	Likes Glasses	30% chance that those adjacent will fall Asleep right at the start
Nekomata Party	Likes Shoes	50% chance to be Indifferent
Orc Party	Likes Potions and Booze	One step Friendlier to opposite sex, 20% chance to show up drunk
Prinny Party	Likes Hats/Headbands/Circlets	50% chance to show up drunk +4 to all Bluff attempts
Treant Party	Likes Amulets	-4 to Perform/Diplomacy attempts
Vampire Party	Likes Cloaks/Capes	-4 to Intimidate attempts
Vegetable Party (Jacks)	Likes Staves/Rods/Wands	+4 to Intimidate attempts
Zombie Party (all Undead)	Likes Gloves	-4 to Bluff attempts

Opposition:

The Orc Party opposes the Ghost Party

The Celestial Party opposes the Vampire Party

The Treant Party opposes the Baciel Party

The Vegetable Party opposes the Eryngi Party

Once all turns are over, the votes are in. If the bill passes, then congratulations! If it is denied, then you can go home and try again later, or you may attempt to, in a manner of speaking, dissolve the senate. By which I mean “murder everyone who voted Nay”. Those who did not vote Nay won’t help, and people *do* remember being stabbed when they come back to life, locking you in a vicious circle of DENIED and face stabbing.

Bills tend to be things like “Open the gateway to _____ Netherworld” rather than “Make the store sell shoes”. But there are a few other options:

- “I want to be all-powerful!”
- “I want to ride the dragon!”
- “I want to be a Great Wyrn!”
- “I want something scary to ride!”

Additionally, such things as “I want to have Good BAB” or anything a *Wish* can fulfil should be fine. The MC may wish to consider allowing totally broken stuff late in the game – **maybe**.

Reincarnation is really simple: when there is down-time and you're in the base, you completely remake the character sheet, at your current level. Magic items and campaign-specific bonuses are retained, but race, classes, feats and so on can all be changed. Ancestral Weapons don't change to match the new race, and become ordinary Magic Weapons if you reincarnate into a non-Samurai. Any requirements for Prestige Classes etc. must still actually be met.

If Mister Cavern and the players want a sort of "easy mode", then the dead may also be brought back in this way – if the party can drag their corpse back to base, then during some quiet time the dead person is reincarnated back to life.

This is also how the more powerful races are "unlocked" – by reaching the minimal level requirement, passing the appropriate bill, then Reincarnating.

NEW DISEASE: THE A-VIRUS

This magical disease is one of the most terrifying ones known to man. It is transmitted via injury (generally by using a natural attack), and once it sets in, it is hard to shake it off – most are doomed. The DC depends on the carrier, but is Constitution-based.

It persists for one week, and during this week it makes an “attack” against the body, with a Fortitude Save to resist. On a failed save, the host suffers 1d6 Permanent Intelligence Drain. Once the Intelligence is under 10, they start to occasionally speak like Axel. If under five, they constantly speak (and often act) like him. At Intelligence zero... the transformation is complete.

If the host hits Intelligence zero and has ten or more hit dice, they actually become a perfect clone of Axel – and a carrier. Otherwise, they simply become a basic Zombie that is also a carrier (using Strength instead of Constitution for the Save DC of the Disease) and treats its natural weapons as Magic Weapons that “belong” to Axel.

Axel Zombie:

HP: 16 (2 hit dice)

Initiative -1 Speed 30' (partial actions only)

Strength 12 Dexterity 8 Constitution – Intelligence – Wisdom 10 Charisma 1

Armour Class: 11 (+2 Natural, -1 Dexterity)

Flat-Footed: 11 Against Touch Attacks: 9

Fort +0 Ref -1 Will +3

Slam +6 (1d6+4 plus A-Virus DC 12)

Undead Traits, Damage Reduction 5/Slashing

Fortunately, there is a cure: Angel Tears. These tend to cost 50,000 Hell, or you could punch an angel

SKILLS:

This game does not have Class Skills and Cross-Class Skills: all skills are basically Class Skills for all classes. Yes, even Use Magic Device. It's not that big a deal, really. Also, people should keep in mind the kind of stuff that Knowledge skills cover – The Planes to cover the different Netherworlds (as well as the Underworld, Purgatory, Hades, Heaven and so on), Nobility & Royalty to cover Overlords, the Underlord and Senators, and so on.

Additionally, the game uses the basic things from the Tome of Awesome: Perform works like in 3.0 so you get an extra Performance type per rank taken, and you can put a maximum of only two ranks in a Profession – one rank makes you skilled at that profession and able to make money, a second rank makes you a master.

Remember that Open Lock doesn't exist, because it's covered by Disable Device. Also remember that basically all non-instantaneous magical effects count as Devices that can be Disabled.

If you want to do more skill folding (such as Spot and Listen becoming Notice and Hide and Move Silently becoming Stealth or making Acrobatics that possibly includes Tumble, Balance, Jump or Climb).

CREDITS:

Alraune (Frank Trollman)
Empusa (Frank Trollman)
Orc (K)
Pump-Kin (Frank Trollman)
Vampire (K)

Assassin (Frank Trollman and K)
Barbarian (Frank Trollman and K)
Blue Mage (Maxus)
Elementalist (Frank Trollman and K)
Green Mage (Frank Trollman)
Jester (Frank Trollman and K)
Knight (Frank Trollman and K)
Monk (Frank Trollman and K)
Red Mage (Frank Trollman)
Samurai (Frank Trollman and K)
Star Mage (Frank Trollman)
Totemist (Frank Trollman)
White Mage (Quantumboost)

Rockstar (Nekojin)
Sizzler (Josh Kablack)